
Subject: Re: SSH package for U++
Posted by [Oblivion](#) on Thu, 30 Aug 2018 22:12:02 GMT
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Hello Mirek,

I've committed the changes. Package now includes a SFtpFileSystemInfo class as an experimental feature. It has its rough edges, and is to be refined, but it works.

Below code is a SFtpGet to test the experimental class:

```
#include <CtrlLib/CtrlLib.h>
#include <Core/SSH/SSH.h>

using namespace Upp;

GUI_APP_MAIN
{
    StdLogSetup(LOG_FILE);
    // Ssh::Trace();

    SshSession session;
    if(session.Timeout(30000).Connect("demo:password@test.rebex.net:22")) {
        SFtp sftp(session);
        SFtpFileSystemInfo fsi(sftp);
        FileSel fs;
        fs.Filesystem(fsi);
        if(fs.BaseDir("/").ExecuteOpen()) {
            String file = fs.Get();
            Progress pi(nullptr, file);
            sftp.WhenProgress = [=, &pi] (int64 done, int64 total){
                pi.SetText(Format(t_("%1:s of %2:s is transferred"),
                    FormatFileSize(done),
                    FormatFileSize(total)));
                return pi.SetCanceled(int(done), int(total));
            };
            pi.Title(t_("Downloading ") << GetFileName(file));
            pi.Create();
            String s = sftp.LoadFile(file);
            if(sftp.IsError())
                ErrorOK(DeQtF(sftp.GetErrorDesc()));
        }
    }
    else
        ErrorOK(DeQtF(session.GetErrorDesc()));
}
```

Screenshot:

It's not a 100% integration (at least, not yet), but it can be very useful.

Best regards,
Oblivion

File Attachments

1) [SftpGetFileSel.png](#), downloaded 939 times

