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 762 times