
Subject: Re: NetProxy package. (HTTP/SOCKS4/4a/5 with BIND support)
encapsulation for U++

Posted by [Oblivion](#) on Wed, 10 Jun 2020 11:11:16 GMT

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Hi

I've added a Socks5-proxied SSH connection example to upp-components repo.
Example uses the Upp's Core/SSH package and also demonstrates the usage of WhenProxy event of SshSession class.

Here is the code:

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

using namespace Upp;

// This example demonstrates a basic SSH2 connection over a Socks5 proxy.

// WARNING: The sole purpose of this example is to demonstrate the usage of
//          NetProxy package with the SSH package. The example uses an anon.
//          proxy server (with no authentication) to access a public SFTP
//          server.
//
// NEVER USE A PUBLIC PROXY SERVER FOR YOUR SSH CONNECTIONS. IN FACT,
// IT IS HIGHLY RECOMMENDED TO COMPLETELY AVOID USING PROXY SERVERS
// FOR
// SENSITIVE/ENCRYPTED DATA TRANSFERS.

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);
    Ssh::Trace();
    NetProxy::Trace();

    const char *proxy_server = "88.249.26.113"; // Anonymous socks proxy server of a well-known
    ISP in Turkey (Turk Telekom).
    const int proxy_port = 1080;

    const char *ssh_server = "test.rebex.net"; // A well-known and popular SSH test server.
    const int ssh_port = 22;

    SshSession session;
    session.WhenProxy = [&]() -> bool
    {
        NetProxy socksproxy(session.GetSocket(), proxy_server, proxy_port);
```

```
    return socksproxy.Timeout(10000).Socks5().Connect(ssh_server, ssh_port);  
};  
  
if(session.Timeout(30000).Connect(ssh_server, ssh_port, "demo", "password")) {  
    SFtp sftp(session);  
    String s = sftp.LoadFile("./readme.txt");  
    if(!sftp.IsError()) {  
        RLOG("-----");  
        RLOG(s);  
        RLOG("-----");  
    }  
    return;  
}  
RLOG(session.GetErrorDesc());  
}
```

Best regards,
Oblivion
