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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

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