Subject: Skylark uploaders Posted by Xemuth on Sat, 25 Sep 2021 19:51:18 GMT View Forum Message <> Reply to Message

Hello, A long time ago I worked with skylark and did for fun a file uploader/donwloader. Since it show some skylark possibilities and fit perfectly well with UppHUB, I have uploaded a "polished" version available here : Skylark Uploaders

The code have been made a long time ago and really quickly so don't be rude :d, IMO the project is good on demonstrating skylark possibilities.

However, to make the whole website work I had to twick Skylark package with one modification that I ask for here : Skylark update GetIdentity()

@Mirek, if you are OK with the modification to skylark and are interested on adding this app to UppHub then tell me I will do the pull request for both things.

For simplicity I will just past the readme here to present the application :

Skylark uploaders is a free C++ program that will create a website allowing to upload / download files. It require Ultimate++ to be compiled.

At first launch, the program will require you to create the master user :

The default port of the website is 7979 (of course it can be changed via modifying the code):

the first page you will stand at is the authentication page:

When master user is connected. It can create new users. every users can delete or upload files. Sometime you would like to share file without create account for users to connect. To do it so then you can simply click the link button near the file you want to share to create a public link to this file :

The generated link will be shown under the file row :

This link is public and can be share. The max downloads value will ensure the link will no longer be available after a certain amount of downloading (here 4).

Known problem :

-On tiny system like raspberry, huge file will make the program crash when someone try to download them (upload is working fine as long you got the necessary space).

-if file have non ascii characters in is name then the application wont be able to delete it.

