
Subject: Re: FtpClient equivalent for SFTP
Posted by [Oblivion](#) on Sat, 10 Feb 2024 18:30:57 GMT
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Hello Luigi,

Sorry I couldn't reply earlier.

There are several ways to transfer a file to a remote host.

One of the basic examples could be as follows:

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

using namespace Upp;

CONSOLE_APP_MAIN
{
    SshSession session;
    FileIn fi("/local/files/myfile");
    if(fi && session.Compression().Connect("user:password@address:port_number")) {
        SFtp sftp(session);
        sftp.WhenProgress = [](int64 done,int64 total) { Cout() << done << " / " << total << "\n"; return
false; };
        if(!sftp.SaveFile("/remote/files/myfile", fi))
            Cout() << "File transfer failed: " << sftp.GetErrorDesc() << "\n";
        return;
    }
    if(session.IsError())
        Cout() << session.GetErrorDesc() << "\n";
}
```

Note that this example code does not handle the private and public keys, or other mechanism but the examples I provided via the link of my first post can help you. Especially the SftpBrowser. It can open connections with public/private key, and upload files.

Best regards,
Oblivion
