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