
Subject: Re: FtpClient heap leak
Posted by [Oblivion](#) on Sun, 04 Aug 2024 09:42:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Luigi,

Quote:1. after connect, how to enter in a given folder? I had ftp.Cd(folder)

```
bool Ftp::SetDir(const String& path)
```

Quote:

2. How can I transfer a file named myfile.txt and content hold in the String ff? I used

Data transfer methods:

String	Get(const String& path, bool ascii = false);
bool	Get(const String& path, Stream& s, bool ascii = false);
bool	Put(Stream& s, const String& path, bool ascii = false);
bool	Put(const String& s, const String& path, bool ascii = false);
bool	Append(Stream &s, const String& path, bool ascii = false);
bool	Append(const String& s, const String& path, bool ascii = false);

Quote: 3. How to close the connection?

You can use,

```
Disconnect();
```

Note that Disconnect() method is also called in the destructor, if it is not explicitly called.

Basic data transfer example:

```
#include <Core/Core.h>
#include <FTP/Ftp.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);
    // Ftp::Trace();
}
```

```
Ftp ftpclient;  
if(ftpclient.Timeout(60000).Connect("ftp://demo:password@test.rebex.net:21")) {  
    auto f = ftpclient.Get("readme.txt", true);  
    if(!ftpclient.IsError()) {  
        RLOG(f);  
        return;  
    }  
}  
RLOG(ftpclient.GetErrorDesc());  
}
```

Best regards,
Oblivion
