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Subject: Re: SFTPBrower example build failed  
Posted by [Scott\\_Huang](#) on Fri, 20 Dec 2024 07:25:55 GMT  
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Hi Oblivion,

It worked without error in Release build mode with below new code:

This new method try write src into a String , and then write String to dest, so no issue of small/middle files,  
but would losing visibility of progressing % during upload. Anyway to load by chunk and show progressing under new code? Thanks.

```
case PUT: {
    pi.Title(t_("Uploading ") << GetFileName(src)); // Not for use, only for testing
    String s = LoadFile(src);
    if(auto h = worker.OpenWrite(dest); h) {
        int n = worker.Put(h, ~s, s.GetLength());
        RLOG(String() << "Uploaded: " << n << ", filesize: " << s.GetLength());
        RDUMP(worker.IsError());
        if(worker.IsError())
            ErrorOK(DeQtF(worker.GetErrorDesc()));
        worker.Close(h);
    }
    else
        RLOG("Couldn't open file: " << src << ", error: " << worker.GetErrorDesc());
    break;
}
```

old wrong code is:

```
case PUT: {
    pi.Title(t_("Uploading ") << GetFileName(src));
    FileIn fin(src);
    if(fin && !worker.SaveFile(dest, fin))
        ErrorOK(DeQtF(worker.GetErrorDesc()));
    break;
}
```

Note: The most tricky thing is old code failed upload file when build by CLANG RELEASE & DEBUG MODE or VS2022 RELEASE MODE. Only work in VS2022 DEBUG build mode.  
Do you able point out the key gap of the old code and try fix it? It is better have upload progressing bar too:) Thanks.

Or else, I have to use VS2022 DEBUG BUILD, then exe size is big. Or use your new code under

RELEASE BUILD, but losing upload progressing progress.  
Thanks.

Regards,  
Scott Huang

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