Subject: Re: SFTPBrowser example build failed
Posted by Scott_Huang on Fri, 20 Dec 2024 14:42:47 GMT
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Hi Oblivion,

Merry Christmas!

Actually I testing different size files before last post, including 1M, all failed and create 0 size file in
SFTP server.
SFtpFileOut should have some bug in case some SFTP server not similar as your demo SFTP
server.

Anyway, I have upgrade code with your hint as below, it can successful upload files and also
show progress %:

```
void SFtpBrowser::Transfer(int opcode, const String src, const String& dest)
{
 SFtp worker(session);
 Progress pi(this, src);

 worker.WhenProgress = [&pi](int64 done, int64 total) {
  pi.SetText(Format(t_("%1:s of %2:s is transferred"), FormatFileSize(done),
            FormatFileSize(total)));
  return pi.SetCanceled(int(done), int(total));
 };
 pi.Create();
 switch(opcode) {
 case GET: {
  pi.Title(t_("Downloading ") << GetFileName(src));
  FileOut fout(dest);
  if(fout && !worker.LoadFile(fout, src))
   ErrorOK(DeQtf(worker.GetErrorDesc()));
  break;
 }
 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);*/
```

```
 int64 size = s.GetLength(), count = 0;
 if(settings.log)
  RLOG(Format("File size %d", size));
 int chunkSize = 1024 * 64, thisTimeSize = 0;
 worker.WhenProgress(0, size);
 while(!(count >= size)) {
  thisTimeSize = (int)min<int64>(size - count, chunkSize);
  if(settings.log)
   RLOG(Format("======= size %d, count %d, chunkSize %d, min %d", size, count,
           chunkSize, thisTimeSize));
  int x = worker.Put(h, (~s) + count, thisTimeSize);
  count += x;
  if(settings.log)
   RLOG(String() << "This time should be uploaded: " << thisTimeSize
           << ", Real uploaded: " << x << ", Current Accumulated Count:"
           << count << ", total filesize: " << size);
 // RDUMP(worker.IsError());
  if(worker.WhenProgress(count, size)) {
   break;
  }

  if(worker.IsError()) {
   ErrorOK("Upload failed : " + DeQtf(worker.GetErrorDesc()));
   break;
  }
 }

 worker.Close(h);
 break;
 }
 else if(settings.log)
  RLOG("Couldn't open file: " << src << ", error: " << worker.GetErrorDesc());

 break;
 }
 }
 LoadDir();
}
```

You can consider this issue fixed.
But could you help improve it when you have time:
1. Any better way if compare to above? (I am new for UPP)
2. Enhance it to real multiple threads, above actually is single upload thread, quite slow if compare to 3rd party SFTP software.

3. Why stream way failed and we have switch to one time read file into String and then chunk write into SFTP?

Regards,
Scott Huang