
Subject: Uploading files via FTP

Posted by [mirek](#) on Sat, 11 Nov 2006 16:58:08 GMT

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This nice little piece of U++ code is responsible for "syncing" www.ultimatepp.org content:

```
Vector<String> upload;
{
  FindFile ff(AppendFileName(targetdir, "*..*"));
  while(ff) {
    if(ff.IsFile()) {
      String s = LoadFile(AppendFileName(targetdir, ff.GetName()));
      String f = AppendFileName(diffdir, ff.GetName());
      if(LoadFile(f) != s) {
        upload.Add(ff.GetName());
      }
    }
    ff.Next();
  }
}
if(upload.GetCount()) {
  Progress pi;
  pi.SetTotal(upload.GetCount());
  FtpClient ftp;
  pi.Create();
  pi.SetText("connecting...");
  if(!ftp.Connect(GetIniKey("UppFtp"), GetIniKey("UppFtpUsr"), GetIniKey("UppFtpPwd"), true)) {
    Exclamation("Unable to connect!" + ftp.GetError());
    return;
  }
  if(!ftp.Cd("www")) {
    Exclamation("Unable to 'cd www'");
    return;
  }
  for(int i = 0; i < upload.GetCount(); i++) {
    pi.SetText(upload[i]);
    if(pi.StepCanceled())
      break;
    String s = LoadFile(AppendFileName(targetdir, upload[i]));
    if(!ftp.Save(GetFileName(upload[i]), s)) {
      Exclamation("FTP error (file upload): " + ftp.GetError());
      return;
    }
    SaveFile(AppendFileName(diffdir, ff.GetName()), s);
  }
}
```

