Subject: [SOLVED] File upload example Posted by forlano on Mon, 23 Sep 2019 17:42:05 GMT View Forum Message <> Reply to Message

Hello,

I need to upload a file within my U++ app to a server, say folder "uploaded". Is there a ready to use example/reference? I was not able to find it.

Thanks, Luigi

Subject: Re: File upload example Posted by mirek on Fri, 27 Sep 2019 12:30:38 GMT View Forum Message <> Reply to Message

forlano wrote on Mon, 23 September 2019 19:42Hello,

I need to upload a file within my U++ app to a server, say folder "uploaded". Is there a ready to use example/reference? I was not able to find it.

Thanks, Luigi

Which server? FTP? WebDAV?

Mirek

Subject: Re: File upload example Posted by forlano on Fri, 27 Sep 2019 12:57:53 GMT View Forum Message <> Reply to Message

mirek wrote on Fri, 27 September 2019 14:30forlano wrote on Mon, 23 September 2019 19:42Hello,

I need to upload a file within my U++ app to a server, say folder "uploaded". Is there a ready to use example/reference? I was not able to find it.

Thanks, Luigi

Which server? FTP? WebDAV?

Mirek

It is not FTP (no authentication). However I am not sure about WebDAV.

Here is what I want to replicate (more o less)

https://www.w3schools.com/php/php_file_upload.asp

Just a standard file upload, but instead to do it via browser I want use my U++ app. I think the client side should be done with few instructions.

Thanks, Luigi

Subject: Re: File upload example Posted by mirek on Sat, 28 Sep 2019 08:19:45 GMT View Forum Message <> Reply to Message

I see. You need HttpRequest::Post. Something like (this is sending JSON):

HttpRequest r(url); r.ContentType("application/json"); r.PostData(LoadFile("C:/test/some.json"))); r.Execute());

(there are MANY variations to this depending on target server, but HttpRequest can cover all that I have encountered so far).

Subject: Re: File upload example Posted by forlano on Sun, 29 Sep 2019 11:11:00 GMT View Forum Message <> Reply to Message

Thanks.

After many tests I was able to perform the wanted operation. Here is the U++ method

```
void fileupload::Upload()
```

```
{
```

```
String url = "http://localhost/uploads/transfer.php";
HttpRequest r(url);
String fn = "C:/upp/out/MyApps/MSBT17.Gui/test.pdf";
String s = LoadFile(fn);
r.POST();
```

```
r.Part("file", s , "multipart/form-data", fn);
r.Execute();
}
```

and this is the PHP script connected with the previous code:

```
<?php
//transfer.php
$target = "./". basename( $_FILES["file"]["name"] ) ;
if(move_uploaded_file($_FILES["file"]["tmp_name"], $target)) echo "1";
else echo "0";
?>
```

Is there a way to get the echoed "1" or "0" with r.something()? Edit: Yes, of course:

String a; a = r.Execute();

a contains the server answer.

Luigi

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