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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](http://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);
  }
}
```

Mirek

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Subject: Re: Uploading files via FTP  
Posted by [cioannou](#) on Mon, 20 Nov 2006 19:24:09 GMT  
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Great, thanks for sharing.

Can you please share some info on the filesystem functions?

Thanks

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Subject: Re: Uploading files via FTP  
Posted by [klrkt](#) on Mon, 09 Feb 2009 21:02:43 GMT  
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nice example - but how can I make it work?  
Could you please post a very simple complete project?

I tried the following code in a console, and a window app, and all versions crash IF the ftp.connect is NOT commented out.

Can anyone post a simple complete project? - thank you.

Here is the code:  
(YES - I added the plugin/ftp and web stuff...)

```
#include <plugin/ftp/ftp.h>
#include <plugin/ftp/lib/ftplib.h>
#include <stdio.h>
CONSOLE_APP_MAIN
{
const Vector<String>& cmdline = CommandLine();
for(int i = 0; i < cmdline.GetCount(); i++) {
}
Vector<String> upload;
upload.Add("out.txt");
String strhost="ftp://someftp.com";
String strftpUser="someuser";
String strftpPass="somepassword";
FtpClient ftp;
if(!ftp.Connect(strhost, strftpUser, strftpPass, true)) {
printf("Unable to connect ");
return;
}
```

```
}  
}
```

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Subject: Re: Uploading files via FTP

Posted by [andrei\\_natanael](#) on Mon, 09 Feb 2009 23:55:21 GMT

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The problem is here:

"ftp://someftp.com";

you're using it incorrect, you shouldn't use "ftp://" URI scheme name because ftp client doesn't understand it. A ftp URI is just an uri like "ftp.someftp.com" or "someftp.com"(without ftp:// scheme), in essence matter just the connection port(a ftp server should listen on it) and protocol(FTP).

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Subject: Re: Uploading files via FTP

Posted by [klrkt](#) on Tue, 10 Feb 2009 15:00:19 GMT

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Of course you are correct.

Many thanks dude!

Much appreciated.

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