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);
 }
}
```

Mirek

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

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;
```

```
}
}
```

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).

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.