
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.
