



Programming Guide

Revision 4.1

Joseph Nastasi



505 Hamilton Ave.
Suite 207
Linwood, NJ
08221

19 April 2005

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Version History

| Date | Version | Modifications |
|-------------|----------------|---|
| 2005-04-20 | 4.1 | <i>Added:</i> Abort Transfer, Restart Get Single File and Restart Put Single File Smart Commands. <i>Bug Fixes:</i> ParseDirListLine now properly parses file and folder name that contain spaces on the standard FTP Server included with Windows. |
| 2005-01-30 | 4.0 | <i>Added:</i> New Architecture, Multiple session support, speed increase, SetLocalFolderItem, ParseDirListLine, ParentDir Smart Command, New Examples <i>Bug Fixes:</i> FTP Server messages are now correctly reported by Response_FTP event instead of Status_FTP event which now only reports FTP Suite-generated messages. A child folder with the same name as a parent folder no longer causes an error. |
| 2004-09-15 | 3.4 | <i>Added:</i> Set/GetCommandPort methods to FTPSessionClass <i>Bug Fix:</i> Missing FTP Suite User Messages for Successful_FTP event added. |
| 2004-07-08 | 3.3 | <i>Added:</i> Directory Listings now display invisible files and directories. CancelFTPSession to replace EndFTPSession which does not disconnect when using partial sequences. <i>Bug Fix:</i> Large (> 8-10Mb) files are no longer truncated when downloaded. Large (>40-50 lines) directory listings are no longer truncated. NOTE: REALbasic 4.5 (and earlier) is no longer supported due to increased reliance on 5.x features. |
| 2004-04-19 | 3.2 | <i>Added:</i> GetDir, PutDir, DeleteDir. Support for REALbasic 4.5, Communications from the FTP server can be converted to and from the server's native text encoding. |
| 2004-02-23 | 3.1 | <i>Added:</i> RemoveDir, MakeDir, ChmodSingleFile. GetWorkingDirectory, Errors during FTP Commands no long disconnect client from FTP Server. <i>Bug Fix:</i> StartPutDir is now working. A bug was introduced in the 3.0 release. Corrected minor documentation error. |
| 2003-12-15 | 3.0 | <i>Added:</i> Status Events, Localizable FTP Suite Messages, Variable Send Buffer Size, Fine Transfer Sequence Control <i>Bug Fix:</i> Time out value does not have to be explicitly set. It defaults to 20 seconds as documentation. <i>Removed:</i> Status GUI Binding, Support for RB.4x and earlier. FTP Suite no longer supports the original REALbasic Socket Control and must be used with REALbasic 5.x. |
| 2003-07-22 | 2.2 | <i>Added:</i> Set Timeout, Name List option for GetDirList |
| 2003-06-30 | 2.1 | <i>Added:</i> RenameFile |
| 2003-06-15 | 2.0 | <i>Added:</i> Set Passive Mode (PASV), MuliLine User Status, Uses REALbasic 5.x. <i>Bug Fixes:</i> GetDir no longer fails if a directory only contains sub-directories, PutDir ignores files that have no length, DeleteDir no longer fails randomly. |
| 2003-02-19 | 1.2 | <i>Added:</i> User Defined Data Ports, Manual describes use of data ports fully. <i>Bug Fix:</i> FTPSuiteSerialNumber is back to being a global, Documentation is more accurate. |
| 2003-02-06 | 1.1.2 | <i>Bug Fix:</i> Number of global declarations dramatically reduced, Setting status field parameters to NIL no longer causes crash. |
| 2003-01-03 | 1.1.1 | <i>Bug Fix:</i> Put Directory now works. (Bug introduced in 1.1 release) |

| | | |
|------------|-----|---|
| 2002-12-16 | 1.1 | <i>Added:</i> PutDirectory, EndFTPSession, GetFileList, Configurable transfer type and FTPTransferDone flag. <i>Bugs Fixes:</i> Transferring directories to NT servers no longer generates FTP errors. |
| 2002-11-06 | 1.0 | First public release |

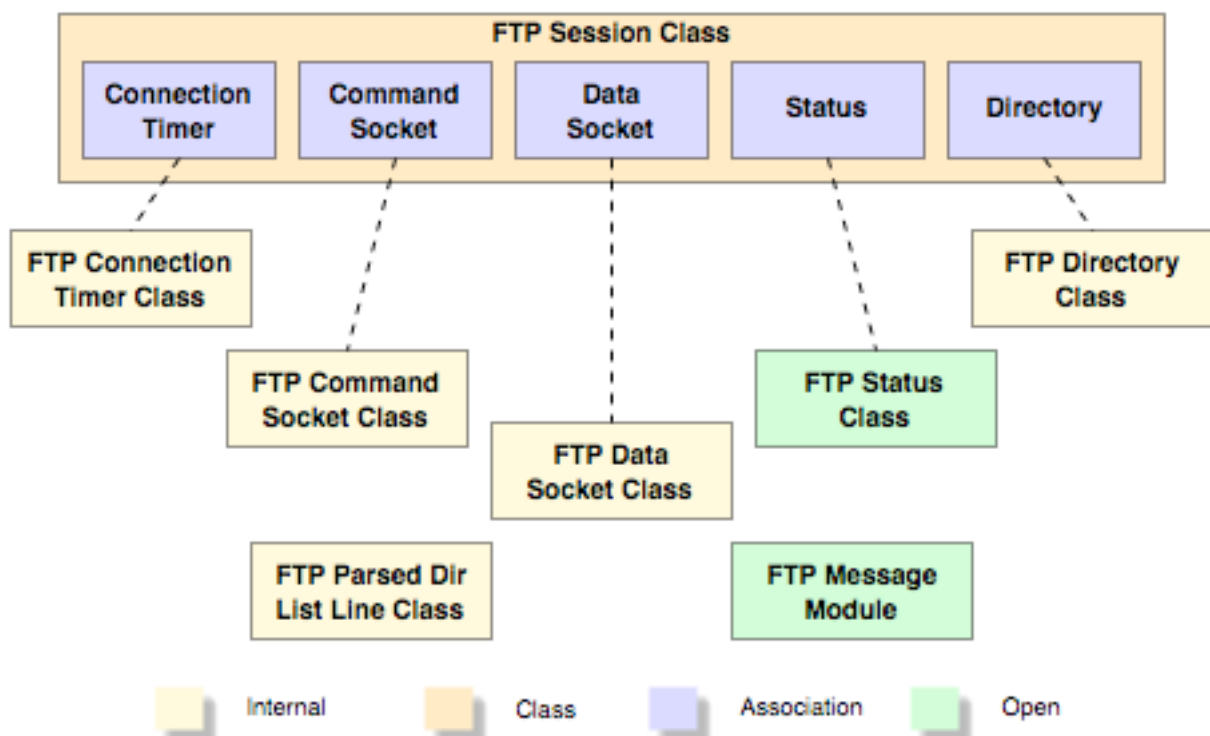
Overview

FTP Suite is a collection of classes and code modules that allows REALbasic applications to implement the FTP protocol. There are two types of FTP operations you can perform with FTP Suite.

Smart Sequences perform an entire FTP sequence from login to logoff. They are suited for applications where transfers occur mostly under the client program's control and for transfer sequences that affect entire directories or multiple files in the same directory.

Smart Commands perform partial FTP sequences (usually one or two FTP commands) and are best suited for clients that cannot predict what FTP actions will be needed before hand or clients who need transfer files beyond the standard folder to folder transfer. Smart Commands give the developer more flexibility.

The FTP Suite architecture is composed of eight software components and is outlined on the figure and table below.



FTP Suite System Architecture

| Component | Purpose | Access | Open |
|---------------------------------------|--|----------|------|
| <i>FTP Session Class</i> | Contains all developer accessible methods and storage to setup and execute FTP transfers. | User | No |
| <i>FTP Status Class</i> | Provides accessible events to allow developer to determine status of an FTP transfer. | User | Yes |
| <i>FTP Message Module</i> | Provides access to FTP Suite-generated messages to allow modification and multiple-language support. | User | Yes |
| <i>FTP Command Socket</i> | Sends FTP commands to FTP server and processes responses. | Internal | No |
| <i>FTP Data Socket</i> | Sends and receives all data between client and FTP server. | Internal | No |
| <i>FTP Connection Timer</i> | Raises Error Event if not reset within timeout period. | Internal | No |
| <i>FTP Parsed Dir List Line Class</i> | Provides a structure for a parsed line of directory listing data. | Internal | No |
| <i>Directory Class</i> | Provides a structure for the local directory tree. | Internal | No |

Installation and Setup

FTP Suite is installed in your REALbasic project by simply dragging the entire FTP Suite folder into REALbasic project window. After installation, all required methods are available to the REALbasic project.

The only requirement for setting up FTP Suite is to set the serial number variable to the serial number you received when you registered the product. Add this line (using your own serial number) to the Open event of your application:

```
FTPSuiteSerialNumber= "FTPSUITE40-0000000-000000000"
```

Note: FTP Suite 4.0 is only compatible with REALbasic 5.5.x, due to its use of features unique to REALbasic 5.5.x.

Usage Guidelines

The FTP Session Class is the main class that the developer will work with on a regular basis. Within it are all the methods, properties and class instances required for a single FTP Session. Multiple instances of this class allow multiple FTP session streams.

Construction of an FTP Session Class instance automatically creates an instance of the FTP Data and Command Sockets, Connection Timer Class, Directory Class and Status Class. The FTP Message Module is shared by all instances of FTP Session Class.

To set up an FTP session, an instance of the FTPSessionClass must be created in dedicated property. In the case of an FTP Sequence this property can be transient if there will be no other FTP communication to the same server. If several FTP Smart Commands are to be executed, the property needs to remain accessible to the controlling REALbasic code for the duration of the session. It may also do this with Smart Sequences for the same reason.

Smart Sequence Setup

At the minimum, a Smart Sequence needs to know how to login to the ftp server and what directory it will be working with on the ftp server. As an example, the setup to get a full directory listing from a directory off the root directory called "stuff" would consist of the following:

```
Dim ftp_session As New FTPSessionClass

// set FTP login info and server directory
ftp_session.SetLoginInfo("ftp.your.domiain", "user id", "password")
ftp_session.SetServerDirectoryPathName("/stuff")

// start the smart sequence
ftp_session.StartGetDirList
```

Since the FTP configuration properties are set to the most common settings by default, this is all the setup usually required.

To further expand the example, let's say the application scanned the returned directory and needs to send transfer a directory that is missing from the client. If the property ftp_session is still available, the login information can be re-used.

Using the same FTPSessionClass instance, we just need to reset the server directory path to include the missing directory, named "new" in this case. The location of the client directory that will be transferred to the server is needed as well.

```
ftp_session.SetServerDirectoryPathName("/stuff/new")

// get folder item for client source directory and set for ftp session
Dim f As FolderItem
f = ApplicationSupportFolder.Child("app name").Child("client new")
ftp_session.SetLocalDirectory(f)

// start the smart sequence
ftp_session.StartPutDir
```

Note that this is not the most efficient method, since a Smart Sequence logons on, changes to the server directory path, and logs off *every* time. However, for occasional multiple sequences, the convenience may be worth the small overhead in the FTP sequence. See Smart Command Usage section for additional information.

Renaming Files

This section will describe the process of renaming file(s) to a host machine. First, a new instance of FTPSessionClass is created and all the appropriate login and server path information is set.

```
// demo on how to rename a remote file
Dim Session as FTPSessionClass

// new transfer class holds all info
Session = New FTPSessionClass
// set info for login
Session.SetLoginInfo(ServerFld.text, UserIdFld.text, PasswordFld.text)
// set server directory path
Session.SetServerDirectoryPathName(ServerDirFld.text)
```

New and old file names are now added. Files names must always be added in pairs: New name, *then* Old name. FTP Suite will issue an error if an odd number of file names are present, but that is the extent of the setup verification. The files must be in the same directory. Renaming of directories is not supported.

```
// add new and old server file names
Session.AddFileName "FileOne"      // First new name
Session.AddFileName "File1"       // First old name
Session.AddFileName "FileTwo"     // Second new name
Session.AddFileName "File2"       // Second old name
```

All that is left is to set the transfer type and user status options and execute StartRenameFile

```
// set transfer type - I for binary, A for ASCII
Session.FTPTransferType = "I"
// set status reporting
Session.SetStatusReporting(True)

// start renaming process
Session.StartRenameFile
```

Handling Multiple Sessions

Applications having the requirement of needing to support multiple, simultaneous FTP sessions, can create multiple instances of the FTPSessionClass; one for each session. Since there is no way to know how many sessions will be running at any time, a global, dynamic array of FTPSessionClass instances should be created:

```
Session(-1) As FTPSessionClass
```

FTPSessionClass has a string property, ID, which allows developers to save a unique ID with each session. It could be a file name or simply an incrementing number. This is done by providing a parameter string when the FTPSessionClass is instantiated.

A “droplet” application that sends files to a fixed directory when you drop them on the application’s window is an example of using multiple sessions. There is no way to know how many files will be dropped on the application, so we must generate a new session for every file dropped. The application’s DropObject event is where this is done:

```
Do
    f = Obj.FolderItem
    If Not f.Directory Then // as long as it's a file

        // create new session and ID using upper bound of session array
        id = Ubound(Session)
        session.Append New FTPSessionClass(Str(id))

        // use id to access FTPSessionClass instance and set up transfer
        session(id).SetLoginInfo(Server,LoginID>Password)
        session(id).SetServerDirectoryPathName(ServerPath)
        session(id).SetLocalFolderItem(f)
        session(id).StartPutFile

    End If
Loop Until Not obj.NextItem
```

Smart Command Usage

One of the reasons to use Smart Commands is to make large sequential transfers more efficient by logging on and off only once and changing directory only when needed. When using Smart Commands, the must provide a way for the code to be able to wait until each command is complete before issuing the next one. A good way to do this is to provide a global Boolean parameter, "FTPDone" which is set in the Successful_FTP event of the FTPStatusClass. (For more detail, see *Handling Status* section.) It's also a good idea to handle errors the same way: a global Boolean, "FTPError" set in the Error_FTP event of FTPStatusClass. Each time a call to a Smart Command is set up, both Booleans are set to false.

Because the code will loop testing for FTPDone, the entire transfer code needs to be placed in a thread or a timer. Otherwise, user interface elements will be frozen until the transfer is complete. In most cases, a thread is more appropriate because it tries to maximize its CPU usage and that trait will speed up the transfer.

If the "droplet" application, discussed above, must transfer a large number (30+) of files to the same directory with each "drop", the efficiency of the transfers would be increased if Smart Commands were used instead of Smart Sequences. First, the "DropObject" event will simply create an instance of FTPThreadClass, which will hold all the code to execute the transfer. The DragObject will be passed to FTPThreadClass and the thread's Run method executed.

In FTPThreadClass, there are local methods to logon, logoff, change directory and transfer the file. Below is the FTPLogin method:

```
Private Function FTPLogin() As Boolean
    // create new session and setup logon information
    Session = New FTPSessionClass
    Session.SetLoginInfo(Server,LoginID>Password)
    Session.SetStatusReporting(True)

    // reset flags and execute logon Smart Command
    FTPDone = False
    FTPError = False
    Session.Logon

    // wait for FTPDone and return the inverse of FTPError,
    // so true means no error
    Do
        Loop Until FTPDone = True
    Return(NOT FTPError)
End Function
```

The FTPChangeDir method is similar, but an instance of Session is not created, since the client should already be logged on:

```
Private Function FTPChangeDir(path As String) As Boolean
    // set the new path, relative from the current server dir.
    Session.SetServerDirectoryPathName(path)

    // reset flags and execute Changdir Smart Command
    FTPDone = False
    FTPError = False
    Session.ChangeDir
```

```

    // wait for FTPDone and return the inverse of FTPError,
    // so true means no error
    Do
    Loop Until FTPDone = True
    Return(NOT FTPError)
End Function

```

Finally, the FTPLogoff method simply executes Logoff. Since most FTP servers will logoff automatically even if the logoff command is not received, testing is not really necessary except for more stringent security requirements.

```

Private Function FTPLogoff()
    // reset flags and execute Logoff Smart Command
    FTPDone = False
    FTPError = False
    Session.Logoff

    Return
End Function

```

The Run event of FTPThreadClass uses these three private methods:

```

Sub Run()
    Dim f As FolderItem

    // logon and change to server folder
    If Self.FTPLogon = False Then
        Return
    End If

    If Self.FTPChangeDir("/stuff/new")= False Then
        Return
    End If

    Do
        // using local copy of Obj, set by constructor
        f = Self.Obj.FolderItem
        If Not f.Directory Then // as long as it's a file

            // use current session to set up single file transfer
            Self.Session.SetLocalFolderItem(f)
            Self.Session.PutSingleFile // Smart Command

        End If
    Loop Until Not obj.NextItem

    // logoff when done
    Self.FTPLogon
End Sub

```

Handling Status

Status events are generated by the `FTPStatusClass`, which is open for developer modification. This class can be utilized to provide user status messages and control logic flow within a REALbasic application. Status handling is normally disabled and is enabled by calling `FTPSessionClass.SetStatusHandling` with a parameter of `True`. Doing this creates an instance of `FTPStatusClass`, which is bound to the `FTPSessionClass` instance. The developer can then place code inside the appropriate `FTPStatusClass` events for user interface updates and control flow purposes. When multiple sessions are created, the `Session` property in `FTPStatusClass` holds an instance of the `FTPSessionClass`. This can be used to identify the session by accessing the `ID` property in `FTPSessionClass`:

```
Sub Successful_FTP(message As String)
    // update main window status field
    MainWindow.UpdateStatus(Self.Session.ID,message)
End Sub
```

The message parameter returned in `Successful_FTP` (and other `FTPSessionClass` events) can be compared against FTP Suite-generated messages so special messages can be handled differently. (See [FTP Suite Messages](#) section for more detail on these messages.) An example of trapping out a specific message is when the application needs to display a directory list that is sent back from the FTP server by a Smart Sequence or Command request. The following code opens a new window and populates it with the directory listing when the message parameter is equal to the FTPSuite-generated message: `FTP_FileListComplete`.

```
Sub Successful_FTP(message As String)
    Dim list As String

    // open directory window and load
    // if Successful_FTP due to directory request

    If message = FTP_FileListComplete Then
        flwin = New FileListWindow

        // save local copy of directory listing, replacing replace server's
        // line endings with client's for cross platform safety
        list = ReplaceLineEndings(Session.DirectoryFileList,EndOfLine)

        // put file list in editfield
        flwin.FileListEditField.Text = list

    Else
        // update main window status field for other messages
        MainWindow.UpdateStatus(Self.Session.ID,list)
    End If
End Sub
```

See `FTPStatusClass` in the [FTP Suite API Reference](#) section for more information.

Parsing Directory Listings

Developers can make use of a Smart Command, `ParseDirListLine` to extract information from one line of a full directory listing returned from an FTP server. A most directory formats are handled properly. `ParseDirListLine` takes a line of text as a parameter and returns an instance of the `FTPParsedDirListLineClass`. This class has the following properties:

| | | |
|--------------------|---------|--|
| <i>Name</i> | String | This property contains the file or folder name. |
| <i>Size</i> | Integer | This property contains the file size in bytes. |
| <i>ModDate</i> | String | This property contains the file or folder's modification date in the native listing format. |
| <i>ModTime</i> | String | This property contains the file or folder's modification time in the native listing format. If there was no modification time found, "12:00" is placed in the property. |
| <i>Permissions</i> | String | This property contains the file or folder permissions in "rwxrwxrwx" format. |
| <i>IsDir</i> | Boolean | This property is true if the item is a folder or directory. |
| <i>IsFile</i> | Boolean | This property is true if the item is a file. Note: <code>IsDir</code> and <code>IsFile</code> are mutually exclusive; they cannot both be true for the same item. They can, however, both be <i>false</i> if it is not clear what the item is. |

Text Encoding

With the release of REALbasic 5.0, developers were given more options in handling multiple text encodings. This means that, especially when using accented characters, you need to explicitly specify what text encoding a server is using. There are a few default encodings to try depending on the OS that the FTP server is running on:

| | |
|----------------|---------------|
| <i>UNIX</i> | ISOLatin1 |
| <i>Windows</i> | WindowsLatin1 |
| <i>Mac OS</i> | MacRoman |

However, it's very possible that other encodings will be used. The default encoding for FTP Suite is ISOLatin1. If you find that this does not work, you can change it using `FTPSessionClass.SetServerEncoding`.

Data Port Information

The default FTP data port is 20. The works for single file transfers *only*. The reason for this is the *stream* transfer mode is the default FTP transfer mode, which requires that the end of the file be defined by closing the data port connection.

This causes a problem because FTP Suite is designed to transfer multiple files in a single session and the TCP protocol is required to hold the connection record for a time out period to guarantee the reliable communication. This means the same data port cannot be re-opened immediately. Trying to will return an error from the FTP server indicating the data port is busy.

To allow FTP Suite to transfer a new file immediately after finishing another, it uses a pre-defined range of data ports, sequencing through them as each file is transferred. Additionally the initial data port of an FTP transfer session is randomly selected from the data port range, which reduces the risk that closely spaced FTP sessions will attempt to use the same data port.

The default range of data ports is 30003 to 30100. This range is used if `SetDataPortRange` is not called to set up a custom data port range.

A list of assigned data ports can be found on the IANA home page at: <http://www.iana.org/assignments/port-numbers>.

The requirement for setting a data port range is eliminated when the Passive mode is used. In the Passive mode, the *server* returns a data port to transfer data over. Not only is this more convenient, but it is inherently safer from a security point of view.

Example Applications

There are five REALbasic projects included with FTP Suite. One, FTP Suite Test Rig.rb, is what Pyramid Design utilizes to test all methods and properties. While not a typical example application, it can be useful to examine its code and for a way of trying out various Smart Sequences, Smart Commands and FTP Suite properties.

Upload Droplet.rb and Upload Droplet Multiple.rb are the same application: it uploads any file that is dropped on the application's window to a fixed directory on an FTP server. The "multiple" version can handle multiple files; the other version transfers the first file it encounters, ignoring the rest. These applications are a good example of using a Smart Sequence, handling status, and multiple transfers.

Folder Info is another "droplet" application with a special task: it recursively parses through a remote folder and counts the number of folders, files and the number of bytes used. It's a good example of using Smart Commands, recursive and thread-based operations, and using the `FTPSessionClass.ParseDirListLine` command.

Finally, Server Browser.rb implements a simple EditField-based application that allows the user to logon to a remote FTP server and browse its contents. When a file or folder is selected, its permissions can be changed in separate window. This application was specifically written to demonstrate the use of the `FTPSessionClass.ParseDirListLine` and `FTPSessionClass.ChmodSingleFile` Smart Commands.

NOTE: These sample applications are supplied to illustrate methods of the use of FTP Suite. While the examples are free to use, they have not been fully tested and are not guaranteed. Pyramid Design assumes no responsibility for issues related to the use of this code.

FTP Suite API Reference

This section discusses all the methods, properties and constants available to the FTP Suite developer.

FTPSessionClass

This class is the heart of all FTP Suite operations. All Smart Sequences and Smart Commands are contained in this class. It can be instantiated as needed to handle multiple FTP sessions.

Smart Sequence Methods

Note: If an error is detected during the execution of an Smart Sequence, the client is disconnected from the server.

StartGetFile

Transfers any number of files from the server to the local computer. All files must reside in the same server directory and will all be placed in the same local directory.

StartGetDir

Transfers all the content from a server directory and copies the entire directory structure to the local machine.

StartGetDirList

Transfers a list of all the files and subdirectories in a given server directory, storing it in the DirectoryFileList property contained in the FTPSessionClass. Optionally, a name list can be returned instead of the full detailed listing. Directory lists can display invisible files and directories by setting FTPSessionClass.ShowInvisibles to True.

StartRenameFile

Renames a file or list of files on the remote server. All files must reside in the same server directory.

StartPutDir

Transfers all the content from a local directory and copies the entire directory structure to the server.

StartPutFile

Transfers any number of files from the local computer to the server. All files must reside in the same server directory and will all be placed in the same local directory.

StartDeleteFile

Deletes any number of files on the server. All files to be deleted must reside in the same server directory.

StartDeleteDir

Deletes all the files and directories from the specified server directory.

Smart Command Methods

These commands execute part of an FTP sequence. The partial sequence may have only one FTP command or several depending on the complexity of the step. The client *must* be connected to the FTP server using the Logon method before any other partial sequence method can be used. Note that if an error occurs, the client will remain connected to the FTP host. This allows applications to handle such situations as attempts to remove non-empty directories and transferring non-existing files, for example.

Logon

Logs on to the FTP Server.

Logoff

Logs off the FTP Server.

AbortTransfer

Stops the current FTP operation without disconnecting or ending the session, allowing further FTP communication without re-connecting to the FTP server.

GetSingleFile

Transfers a single file from the current directory on the FTP server to the local computer.

RestartGetSingleFile

Continues a previously-interrupted download of a single file.

GetDir

Transfers an entire directory structure from the current directory on the FTP server to the local computer.

RenameSingleFile

Renames a single file in the current directory on the FTP server.

PutSingleFile

Transfers a single file from a local directory to the current directory on the FTP server.

RestartPutSingleFile

Continues a previously-interrupted upload of a single file.

PutDir

Transfers an entire directory structure from a local directory to the current directory on the FTP server.

DeleteSingleFile

Deletes a single file in the current directory on the FTP server.

DeleteDir

Deletes all the files and directories from the specified server directory.

ChmodSingleFile

Changes the permissions of a single file in the current directory on the FTP server. This command uses SITE command to execute a CHMOD command on the server. NOTE: It is **not** mandatory for FTP servers to support the CHMOD command, so error checking is important. The ChmodMask must be set in the usual UNIX style:

| Mask | Attribute |
|------|-------------------------|
| 400 | read by owner |
| 040 | read by group |
| 004 | read by anybody (other) |
| 200 | write by owner |

| | |
|-----|--------------------|
| 020 | write by group |
| 002 | write by anybody |
| 100 | execute by owner |
| 010 | execute by group |
| 001 | execute by anybody |

ChangeDir

Changes to the remote directory defined in FTPSessionClass.

ParentDir

Changes directly to the current working directory's parent directory.

RemoveDir

Removes the remote directory defined in FTPSessionClass. NOTE: the directory must be empty.

MakeDir

Creates a remote directory defined in FTPSessionClass.

GetDirList

Returns a list of all the files and subdirectories in a given server directory, storing it in a property contained in the FTPSessionClass.DirectoryFileList. Optionally, a name list can be returned instead of the full detailed listing. Directory lists now display invisible files and directories

GetSystemInfo

Returns the type of operating system at the server. Note: this information is passed as a message in the Status_FTP event, so SetStatusReporting must be set to true. Its returns the number 215 followed by a single word, which is the system name of the FTP server. Additional information may follow.

GetStatus

Returns system-specific status that can be any format. Note: this information is passed as a message in the Status_FTP event, so SetStatusReporting must be set to true. Some servers do not support this command and return an error code of 500.

GetWorkingDir

Returns the full path of the current working directory on the FTP Server. Note: this information is passed as a message in the Status_FTP event, so SetStatusReporting must be set to true. The path is enclosed within double quotes.

CancelFTPSession(UserMsg as String)

This method will stop an FTP full or partial sequence via program control. If UserMsg is supplied it will be present in the FTPStatusClass.Successful_FTP event's message parameter.

ParseDirListLine(line As String) As FTPParsedDirListLineClass

Returns the full path of the current working directory on the FTP Server. Note: this information is passed as a message in the Status_FTP event, so SetStatusReporting must be set to true. The path is enclosed within double quotes.

Set Methods

These FTPSessionClass methods are used to set up properties require special handling or as alternatives to setting them directly.

SetLoginInfo(ServerAddress As String, UserID As String, Password As String)

Sets up the initial login information required for a full FTP command sequence.

AddFileName(FileName As String)

Adds the FileName the File List.

DeleteFileName(FileName As String)

Deletes the FileName from the File List.

SetLocalDirectoryPathName(LocalDirectoryPath As String)

Defines the directory path on the local computer. If blank, FTP Suite will transfer to the directory where the application is located. If the User ID does not have permission to access this directory, then the FTP sequence will generate an error.

SetServerDirectoryPathName(ServerDirectoryPath As String)

Defines the Server directory path. If blank, FTP Suite attempts to use the server's root directory. If the User ID does not have permission to access root, then the FTP sequence will generate an error.

SetTimeoutSeconds(TimeoutSeconds As Integer)

Defines when a transfer operation will time out (in seconds). The default setting is 20 seconds.

SetStatusReporting(EnableStatusEvents As Boolean)

When EnableStatusEvents is set to true, an instance of FTPStatusClass is created and FTP Suite will generate the status events described in the User Feedback section above. The default setting is False (no status events generated).

SetDataPortRange(Data Port Start As Integer, Data Port End As Integer)

Defines the range of data ports to use (see Data Port Information below) and sets the initial data port to randomly within the range specified. If SetDataPortRange is not called, the default data port range (30003 to 30100) will be used.

Properties

These properties are can be accessed directly. Some also can be set using methods. (See Set Methods section.)

ChmodMask As String

Defines the mask that will be used by the CHMOD command to set the permissions of a file.

CommandPort As Integer

Defines the command port to use. Useful when FTP servers are specially configured for security reasons. The default Command Port is 21.

DataPort As Integer

Defines the data port to use (See Data Port Information section.). While this property can be set manually, it is usually set with FTPSessionClass. SetDataPortRange.

DirectoryFileList As String

After a successful StartGetDirList or GetDirList request, the directory list will be in this string.

FTPTransferType As String

Defines the type code ("I" for binary, "A" for ASCII). The default setting is "I" (binary).

ID As String

Used to identify an FTPSessionClass instance, or session.

PassiveMode As Boolean

When set, all FTP operations will take place with the server in the passive mode. The default setting is False (active mode).

SendBufferSize As Integer

Defines the size of the send buffer. Using large buffer sizes for known reliable connections can speed up transfers from client to server. Currently, there is no way to change the size of the receive buffer in REALbasic's CoreSocket class. The default size of the send buffer is 2Kb.

ServerAddressName As String

The domain name or IP address of the FTP Server. This may also be set with FTPSessionClass.SetLoginInfo.

ServerPassword As String

The password for the FTP Server account to be logged onto. This may also be set with FTPSessionClass.SetLoginInfo.

ServerTextEncoding As TextEncoding

Changes the server's Text Encoding to a REALbasic Text Encoding Class of the user's choice. The default setting is ISOLatin1 (the usual for UNIX systems). See Text Encoding Section.

ServerUserID As String

The User ID for the FTP Server account to be logged onto. This may also be set with FTPSessionClass.SetLoginInfo.

ShowInvisible As Boolean

When set, invisible files and directories will be returned in the directory list for both name and default lists. This feature uses the "-a" option (NLST -a and LIST -a). The default setting is False (hide invisible files/directories).

Timeout As Integer

Defines when, in milliseconds, an FTP operation will time out. The default setting is 2000 milliseconds. May also be set by FTPSessionClass.SetTimeoutSeconds.

UseNameList As Boolean

When set, a Name List (NLST) will be returned. The default setting is False (full list using LIST).

.

FTPStatusClass

This class supports the execution of status events and is accessible to the developer. This class can be utilized to provide user status messages and control logic flow within a REALbasic application.

Events

Response_FTP(message As String)

This event is triggered when FTP Suite receives a response from a command sent to the FTP server. The message is generated by the FTP server and cannot be localized by FTP Suite, as FTP Suite does not generate it.

Status_FTP(message As String)

This event is triggered when FTP Suite sends a command to the FTP Server. The message is generated by FTP Suite and can be localized by adding additional languages to the constants contained in the FTPMessages module.

Error_FTP(message As String)

This event is triggered when FTP Suite detects an error. The message is generated by FTP Suite and can be localized by adding additional languages to the constants contained in the FTPMessages module. FTP Errors will only disconnect from the server when using FTP Sequences.

Progress_FTP(bytecount As Integer)

This event is triggered when FTP Suite receives data from the FTP server. The message is current number of bytes transferred so far. Note that is a good idea to use this function as refreshing the display for every buffer transfer can significantly slow down the transfer.

Successful_FTP(message As String)

This event is triggered when FTP Suite has successfully completed an FTP sequence with the FTP server. The message is generated by FTP Suite and can be localized by adding additional languages to the constants contained in the FTPMessages module.

The granularity of these messages is such that you can display and respond to different messages in different ways, such as only responding to errors, successful transfers and displaying bytes transferred, if that is what the application requires.

Methods

FormatBytes(bytes As Integer) As String

This method allows the developer to scale, convert and format the byte count sent by Progress_FTP (or any byte value) into a string. The string will scale and append the appropriate label ("bytes", "Kb", or "Mb").

FTPMessages

All messages are stored as string constants in this developer-accessible module. It allows the FTP Suite developer to produce multiple language applications using FTP Suite and even change messages based on target platform.

Note: FTP Suite comes with German and French translations of some of these messages. The German translations have been generated by Babel Fish Translation Services by Alta Vista. The accuracy of these translations is not guaranteed by Pyramid Design and should not be used for released software. They are for demonstration purposes only. The French translations are properly localized and can be used.

The messages are divided into the follow categories:

Error Messages – Delivered by Error_FTP Event

```
FTP_ErrorWritingLocalFile = "Error writing local file: "
FTP_ErrorReceivingFileList = "Error while receiving the directory list: "
FTP_ErrorReceivingFile = "Error while receiving the file: "
FTP_ErrorSendingFile = "Error while sending the file: "
FTP_ErrorCannotOpenFile = "Cannot open file: "
FTP_ErrorCannotFindFile = "Cannot Find File: "
FTP_ErrorConnectionTimeout = "Error: The connection timed out. Ending session."
FTP_ErrorCannotFindPath = "Cannot find this path: "
FTP_ErrorGeneric = "Error: "
FTP_ErrorUnknown = "Unknown error during ("
FTP_ErrorNoDataSocket = "Data Socket is no longer active."
FTP_ErrorNoCommandSocket = "Command Socket is no longer active."
FTP_ErrorConnectionLost = "Connection Lost."
```

Completion Messages – Delivered by Successful_FTP Event

```
FTP_LogonComplete = "Logon Complete."
FTP_LogoffComplete = "Logoff Complete."
FTP_UserInterrupt = "FTP interrupted by user."
FTP_End = "FTP Session Complete."
FTP_FileListComplete = "The file list has been transferred."
FTP_FileRenameComplete = "File Rename Complete."
FTP_FileTransferComplete = "File Transfer Complete."
FTP_FileDeleted = "File has been deleted."
FTP_DirectoryTransferComplete = "Directory Transfer Complete."
FTP_DirectoryDeleted = "The directory has been deleted."
FTP_DirectoryRemoved = "Empty Directory Removed."
FTP_DirectoryCreated = "Directory Created."
FTP_DirectoryChangeComplete = "Directory Change Complete."
FTP_WorkingDirectoryComplete = "The working directory has been transferred."
FTP_SystemInfoComplete = "System information received."
FTP_ChmodComplete = "Chmod Command Complete."
```

Internal Status Messages – Delivered by Status_FTP Event

```
FTP_SendUserID = "Sending UserID"
FTP_SendPassword = "Sending Password"
FTP_ChangingDirectory = "Changing directory to: "
FTP_PassiveMode = "Passive Mode"
FTP_ASCII = "Changing transfer type to ASCII."
```

```
FTP_SetDataPort = "Setting data port to: "  
FTP_ChangeType = "Change transfer type."  
FTP_RenameFile = "Renaming file."  
FTP_ParentDirectory = "Changing to parent directory."  
FTP_HostPort = "Connecting to host-supplied port."  
FTP_Deleting = "Deleting: "  
FTP_NextSubDir = "Next subdirectory."  
FTP_GetFile = "Getting file "  
FTP_NextFile = "Next file"  
FTP_ActiveMode = "Active Mode"  
FTP_SubDir = "Handle Subdirectory "  
FTP_GetWorkingDir = "Getting working directory for "  
FTP_GetDirNameList = "Getting directory name list."  
FTP_GetDirList = "Getting full directory list for "  
FTP_FileLoop = "Handle File Loop "  
FTP_Connecting = "Connecting..."  
FTP_CreateDir = "Creating directory: "  
FTP_SendFile = "Sending file."  
FTP_StartLoop = "Start of transfer loop."  
FTP_UpDir = "Going up one directory level."  
FTP_HandleParentDir = "Handle parent directory "  
FTP_GetSystemInfo = "Getting system information."  
FTP_GetStatus = "Getting System Status"
```

Send FTP Command Messages – Delivered by Status_FTP Event

```
FTP_SendChangeDir = "Send Change Directory Command"  
FTP_SendDeleteSingleFile = "Send Delete Single File Command"  
FTP_SendGetDirList = "Send Get Directory List Command"  
FTP_SendGetStatus = "Send Get Status Command"  
FTP_SendGetSystemInfo = "Send Get System Info Command"  
FTP_SendLogoff = "Send Logoff Command"  
FTP_SendLogon = "Send Logon Command"  
FTP_SendGetSingleFile = "Send Get Single File Command"  
FTP_SendPutSingleFile = "Send Put Single File Command"  
FTP_SendRenameSingleFile = "Send Rename Single File Command"  
FTP_SendRemoveDir = "Send Remove Directory Command"  
FTP_SendMakeDir = "Send Make Directory Command"  
FTP_SendGetWorkingDirectory = "Send Print Working Directory Command"  
FTP_SendChmodSingleFile = "Send Change Mode Command"
```

Start FTP Sequence Messages – Delivered by Status_FTP Event

```
FTP_StartDeleteDir = "Start Delete Directory Sequence"  
FTP_StartDeleteFile = "Start Delete File Sequence"  
FTP_StartGetDir = "Start Get Directory Sequence"  
FTP_StartGetDirList = "Start Get Directory List Sequence"  
FTP_StartGetFile = "Start Get File Sequence"  
FTP_StartPutDir = "Start Put Directory Sequence"  
FTP_StartPutFile = "Start Put File Sequence"  
FTP_StartRenameFile = "Start Rename File Sequence"
```

Registration

Pyramid Design offers three licenses for FTP Suite, which may be obtained at the FTP Suite site:

<http://ftpsuite.pyramiddesign.us>

Professional – \$79.99 – allows use in any commercial product or in-house tool.

Hobbyist – \$34.99 – allows use in free or shareware programs.

Source Code – contact us at ftpsuite@pyramiddesign.us.

Upgrades from any version to 4.0 are:

Professional – \$24.99

Hobbyist – \$14.99

Hobbyist to Professional – \$44.99

Please read the license agreement included below and with the software, which outlines the specific definition of the two licenses. A license provides free upgrades for all minor version revisions.

The demo version will display a registration notice at the start of every FTP transfer session. Once registered, the notice does not appear.

Support

Pyramid Design is committed to supporting FTP Suite for both hobbyist and professional use.

Included

Pyramid Design actively participates in the REALbasic NUG and will often address FTP Suite issues in that forum. Join at: <http://www.realsoftware.com/support/listmanager>.

There is an active FTP Suite Forum at: <http://ftpsuite.truetech.org> that Pyramid Design regularly participates in.

Join the FTP Suite Announcement List by at: <http://pyramiddesign.us/ftpsuite/list.html>. We respect your privacy and do not give your email address to *anyone*. Members of this list typically receive 6-8 emails a year announcing new versions and asking for feedback on FTP Suite features and issues.

Enter all bug reports and feature suggestions using the Support Question Form at <http://pyramiddesign.us/ftpsuite/support>. A response is guaranteed within five US business days. *Only inquiries sent using this form will be answered.*

Extended Support Plans

Pyramid Design offers the following options for **Professional Licensees Only**:

Support Incident - \$39.99/incident - 3 US business days response time guaranteed. - Pyramid Design will review customer code, and test with customer servers, if required.

Support Plan - \$149.99/year - Includes 6 Support Incidents/year - 3 US business days response time guaranteed.

Upgraded Support Plan - \$299.99/year - Includes 12 Support Incidents/year – 24 hour response during business hours guaranteed

License Agreement

This is a legal agreement between you and Pyramid Design, covering your use of FTP Suite and related materials (the "Software"). Be sure to read the following agreement before using the Software.

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The "Commercial" license is required for all commercial and In-House compiled applications. For purposes of this license, Commercial is defined as a compiled application that requires a fee in order to release complete functionality of the software, and In-House is defined as a compiled application that is used to support a

commercial enterprise. Unauthorized distribution or resale of FTP Suite is strictly prohibited. Commercial or public use of an unregistered copy of FTP Suite is strictly prohibited.

The validity, interpretation and enforcement of this Agreement shall be governed by the laws of New Jersey without giving effect to New Jersey's conflict of laws principles.