FTPSERVER

The Library package FTPSERVER implements a simple PupFtp server for an Interlisp-D workstation. The server is typically run as a background process on one machine to allow other machines remote access to the files on its disk. The current implementation supports only one remote connection at a time. To start the server, call (FTPSERVER).

(FTPSERVER FTPDEBUGLOG)

[Function]

Creates a process named FTPSERVER that listens on the standard PupFtp server socket for incoming connection requests. When one arrives, it services it, then returns to its listening state. The process continues to run until killed. If FTPDEBUGLOG is non-NIL, it should be an open file/stream to which tracing information is printed during the life of the process. If FTPDEBUGLOG is T, output goes to a newly-created window. FTPDEBUGLOG can also be a REGION, specifying where the window is to be created.

FTPSERVER.DEFAULT.HOST

[Variable]

The 'host' where files requested of the server by default live. Initially DSK. Setting this to FLOPPY, for example, would serve files off the machine's floppy drive. FTPSERVER.DEFAULT.HOST can even be set to the name of a remote host, but this has limited utility, as it doesn't handle passwords correctly.

An alternative way of specifying the host from the remote machine is to make the host name be the "device" field of the file name specification. For example, if machine M is running FTPSERVER, another machine could ask for directory of {M}FLOPPY:FOO.* to get a listing of M's {FLOPPY}FOO.*.