

FTP Client Engine Library for C/C++



Address	{value_address}
Contact Person	{value_contact_person}
Mobile Number	{value_mobile_number}
Email	{value_email}

MarshallSoft FTP client component for C/C++ (.NET) provides direct control of the FTP protocol from a 32-bit or 64-bit C++ application program. A simple API is provided to easily write programs that: Connect to any FTP server. Get a list of files on the server. Navigate the server directories. Specify ASCII or BINARY transfer mode. List files. Download, upload files (with wildcard support). Delete files. Rename files. Append files. Create and remove server directories. Transfer mutiple files. Parse long directory listings. Resume file transfers from any offset. Change files names while being uploaded or downloaded. Specify the FTP or data port. Supports passive mode (use with firewalls). Supports many proxy servers. Supports multiple concurrent FTP sessions. Specify the FTP or data port. Display progress bars. Supports all versions Visual C++. C# and Visual Studio .NET), Borland C++ Builder, MFC, Watcom, LCC-WIN32. Royalty free. Supports Windows 95/98/Me/NT/2000/2003/XP/Vista/Win7

For more details, please visit <http://scripts.goclix.com/ftp-client-engine-library-for-c-c-22023>