

Re: WinInet API: Accessing a file on FTP for Reading [OT]

Source: <http://coding.derkeiler.com/Archive/C/ CPP/alt.comp.lang.learn.c-cpp/2004-06/0131.html>

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Rashid wrote:

> *I am using WinInet APIs to access a file on an FTP server (using
> InternetOpen, InternetConnect, FtpOpenFile). Before downloading, I
> want to make sure that the file I am accessing is not being written by
> any other process at the same time. If somebody is uploading a large
> file, I dont want my process to read partially-written file. I have
> tried FtpRenameFile (e.g. renaming file abc.txt to the same name
> abc.txt). This works in most cases and guarantees that no other
> process is accessing the file, but some ftp servers refuse to rename
> the file to same name. I can not change the name of the file. Is there
> a better alternative (like the one provided by CreateFile windows API
> through FILE_SHARE_READ, FILE_SHARE_WRITE flags)?*

No.

Firstly, this is off-topic in c.l.c++ (and probably wine as well). It is a question about ftp servers. I have no idea which forum is most appropriate.

Having come across this problem in the past, the way I handled it was that the client uploading the file would load the file with a temporary name and once the transfer was complete, it would rename the file to it's final name.

Your assertion that renaming of a file that is being uploaded seems to work is probably wrong, I'm almost sure than on most unix/linux based systems, the ftp server has no idea that the file is being uploaded and will quite happily change the name of a currently uploaded file.

If you can, you should use an alternative, ftp is not so good regarding concurrency.