

## How to use

### Run the server example

```
./build/csync -s -p 12345 -cc 0
-cc <uint> messages per second (0 = unlimited)
-s run as server
-p <uint> server listen port
```

### Run the client example

```
./build/csync -h 192.168.178.24 -p 12345 -f build -u user0 -pass password0
-h <host> the server address
-p <uint> the server listen port
-f <path> the sync path
-u <string> the username
-pass <string> the password for the username
```

The server accepts the following users:

```
users["user0"] = User{"user0", "password0"};
users["user1"] = User{"user1", "password1"};
users["user2"] = User{"user2", "password2"};
users["user3"] = User{"user3", "password3"};
users["user4"] = User{"user4", "password4"};
```

To add more users just edit [src/UserStore.cpp](#) and recompile.