

Compilation

To compile you need :

Some packages :

- cmake
- make
- gcc
- g++
- libargp
- libssh
- openssh

Then enter these command lines :

1. `make` or `make re`
2. `./build/spatch.exe`

You can remove compiled files with `make clean`.

You can remove compiled files and binary file with `make fclean`.

Packaging

Package installation

Build debian package on local host :

```
make local_package
```

Build debian package inside virtual environment :

```
make remote_package
```

Install and enable package in virtual environment :

```
make deployment
```

Configuration

You can find the config file in `./config/spatch/config.ini`.

Please respect the configuration rules otherwise the configuration reader or the configuration controller will exit in error.

You can specify some configuration by sections like :

- [server] :

```
port=42
```

- [local_users] :

```
username=password
```

- [endpoints] :

```
endpoint_name=ip_address|port
```

- [users_control] :

```
local_username=available_endpoint_1|available_endpoint_2|...
```

- [remote_users] :

```
local_username|endpoint_name=available_username_1|available_username_2|...
```

Example :

```
[server]
port=42

[local_users]
toto=toto
...

[endpoints]
endpoint1=10.0.2.15|22
...

[users_control]
toto=endpoint1|endpoint2
...

[remote_users]
toto|endpoint1=toto|root
...
```

Commands

You can display all commands on spatch by typing `help` in the ssh client.

Command list

- list : list all current proxified connections and users
- endpoint [name] : list all available endpoint OR select an endpoint
- alias [name] : list all available usernames (aliases) for selected endpoint OR select an alias
- connect : connect to the previously selected endpoint and username alias
- help : display this message
- exit : terminate current connection