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.*`.