# Smuxi Issues [FROZEN ARCHIVE] - Bug # 150: Connecting to smuxi-server fails via SSH when using passwo

| Status:      | Closed   | Priority:    | High        |
|--------------|--|--------------|-------------|
| Author:      | Mirco Bauer  | Category:    | Frontend    |
| Created:     | 01/08/2009   | Assigned to: | Mirco Bauer |
| Updated:     | 05/25/2009   | Due date:    |             |
| Subject:     | Connecting to smuxi-server fails via SSH when using passwords  |              |             |
| Description: | When smuxi connects to a remote engine via SSH, and a password is required (pinentry gtk dialog for          |              |             |
|              | example), the tunnel setup will fail because smuxi only waits 2 seconds for the tunnel to be established. So |              |             |
|              | smuxi should monitor the tunnel success up to 30 seconds and only fail after that timeout.                   |              |             |

### **Associated revisions**

#### 04/13/2009 10:52 PM - Mirco Bauer

- Refactored SSH tunnel setup from EngineManager to SshTunnelManager.
- Detect if the SSH tunnel is reading using a TcpClient instead of a hardcoded Thread.Sleep() hack hoping the tunnel is ready after that. This fixes ssh-askpassword support and fixes connection issues for users with high latency or slow SSH servers at the same time. (Closes: #150)
- Use a dynamic local forward port, instead of the smuxi-server port, to support running multiple frontends using SSH at the same time.

### **History**

## 05/01/2009 10:50 AM - Mirco Bauer

- Status changed from New to Closed
- % Done changed from 0 to 100

Applied in changeset commit: "2065786bd34b7361f101e473d18be1418c81b752".

### 05/25/2009 05:03 PM - Mirco Bauer

- Target version changed from 0.8 to 0.6.4

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