

## Smuxi - Bug # 150: Connecting to smuxi-server fails via SSH when using passwords

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Frontend
<b>Created:</b>	01/08/2009	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	05/25/2009	<b>Due date:</b>	
<b>Subject:</b>	Connecting to smuxi-server fails via SSH when using passwords		
<b>Description:</b>	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

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#### 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

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#### 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