Subject: Re: [FeatureRequests]Use HttpRequest to upload large file
Posted by kasome on Wed, 16 Jul 2014 05:39:16 GMT
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Add some error handling to prevent the program from crashing.

```
bool HttpRequest::SendingStream() {
 Upp::FileIn in( postdataName );
 in.Seek( postdataPos );

 int readingSize = 0;
 Upp::String dataPadding = data;
 if( dataPadding.GetLength() & 2047 ) {
  int bufferSize = 2048 - (dataPadding.GetLength() & 2047);

  Upp::StringBuffer buffer( bufferSize );
  readingSize = in.Get( buffer, bufferSize );
  dataPadding << Upp::String( ~buffer, readingSize );
 }
 int64 postdataSize = in.GetSize() - postdataPos - readingSize;

 if( count == 0 ) {
  for(;;) {
   int n = min(2048, dataPadding.GetLength() - (int)count);
   n = TcpSocket::Put(~dataPadding + count, n);
   if(n == 0)
    break;
   count += n;
  }

  if( (count == dataPadding.GetLength()) && postdataSize ) {
   Upp::StringBuffer buffer( 2048 );
   for(;;) {
    int n = min((int64)2048, (int64)dataPadding.GetLength() + postdataSize - (int64)count);
    int readingSize = in.Get(buffer, n);
    n = TcpSocket::Put(~buffer, readingSize);
    if(n == 0)
     break;
    count += n;
   }
  }
 }
 else {
  if( count < dataPadding.GetLength() ) {
   for(;;) {
    int n = min(2048, dataPadding.GetLength() - (int)count);
    n = TcpSocket::Put(~dataPadding + count, n);
```

```
    if(n == 0)
     break;
    count += n;
   }
  }
  if( (count >= dataPadding.GetLength()) && postdataSize ) {
   Upp::StringBuffer buffer( 2048 );
   in.Seek( postdataPos + readingSize + (count - dataPadding.GetLength()) );
   for(;;) {
    int n = min((int64)2048, (int64)dataPadding.GetLength() + postdataSize - (int64)count);
    int readingSize = in.Get(buffer, n);
    n = TcpSocket::Put(~buffer, readingSize);
    if(n == 0)
     break;
    count += n;
   }
  }
 }
 return count < dataPadding.GetLength() + postdataSize;
}
```