
Subject: HTTPREQUEST using Proxy not working -- SOLVED

Posted by [deep](#) on Sat, 28 Jun 2025 15:04:11 GMT

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Hi

I want to connect to internet via proxy. Checked on Win11. UPP build 17953.
Code I am using. Compiled with Core and Core/SSL packages.

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN {  
    HttpRequest http(  
        "https://restcountries.com/v3.1/name/germany?fullText=true&fields=name,capital");  
    http.SSLProxy("http://192.168.1.1",3128);  
    http.SSLProxyAuth("username","password");  
    http.Trace(true);  
    auto content = http.Method(HttpRequest::METHOD_GET).Execute();  
    if(content.IsVoid()) {  
        Cout() << "Failed to execute GET request with error code " << http.GetStatusCode()  
            << ".\n";  
        return;  
    }  
    DUMP(content);  
}
```

With Trace on log

HTTP START

Using proxy http://192.168.1.1:3128

Starting status 2 'Resolving host name', url: restcountries.com

HTTP Execute: Resolving host name

HTTP StartConnect

HTTP retry on error connect: not found

Starting status 1 'Start', url: restcountries.com

HTTP Execute: Start

HTTP START

Using proxy http://192.168.1.1:3128

Starting status 2 'Resolving host name', url: restcountries.com

HTTP Execute: Resolving host name

HTTP StartConnect

HTTP retry on error connect: not found

Request help
