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## 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

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Subject: Re: HTTPREQUEST using Proxy not working  
Posted by [Oblivion](#) on Sat, 28 Jun 2025 15:30:21 GMT  
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Hello Deepak.

The SSL header is missing. You need to add it too.  
I tested it with tinyproxy/localhost and it works fine:

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

using namespace Upp;

CONSOLE_APP_MAIN {
    HttpRequest http(
        "https://restcountries.com/v3.1/name/germany?fullText=true&fields=name,capital");
    http.SSLProxy("localhost",8888);
    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);
}
```

Best regards,  
Oblivion

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Subject: Re: HTTPREQUEST using Proxy not working  
Posted by [deep](#) on Mon, 30 Jun 2025 05:53:45 GMT  
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Hi Oblivion,

Thank you for your response.

After adding

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

I get same error.

I am using squid proxy.

With browser set to use proxy is accessing the url with same username and password.

Any other hints.

Code Section from http.cpp

```
void HttpRequest::StartConnect()
{
    LLOG("HTTP StartConnect");
    if(!Connect(addrinfo))
        return;
    addrinfo.Clear();

    if(ssl && ssl_proxy_host.GetCount() && !ssl_get_proxy) {
        StartPhase(SSLPROXYREQUEST);
        waitevents = WAIT_WRITE;
        String host_port = host;
        if(port)
            host_port << ':' << port;
        else
            host_port << ":443";
        data << "CONNECT " << host_port << " HTTP/1.1\r\n"
            << "Host: " << host_port << "\r\n";
        if(!IsNull(ssl_proxy_username))
            data << "Proxy-Authorization: Basic "
                << Base64Encode(proxy_username + ':' + proxy_password) << "\r\n";
        data << "\r\n";
        count = 0;
        LLOG("HTTPS proxy request:\n" << data);
    }
    else
        AfterConnect();
}
```

I get HTTP StartConnect in log file

I am not getting HTTPS proxy request: in log file

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Subject: Re: HTTPREQUEST using Proxy not working -- SOLVED

Posted by [deep](#) on Mon, 30 Jun 2025 09:37:31 GMT

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It is little strange but working

I added just to check with giving both Proxy and SSLProxy parameters. It is working only when both are assigned.

```
#include <Core/Core.h>
#include <Core/SSL/SSL.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.Proxy("http://192.168.1.1",3128); <<<===
    http.ProxyAuth("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);
}
```

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