Subject: Socket through Proxy server
Posted by Mindtraveller on Wed, 30 Dec 2009 09:53:33 GMT
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I use Socket class for some network application which is working on p2p basis using TCP/IP. Sometimes though user executes this app from within corporate LAN which is connected to Internet through corporate Proxy server.
How could I add proxy support for socket interactions? Could you please give a clue how to do that in U++?