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Subject: Re: What is the status of IPv6 support?  
Posted by [cbpporter](#) on Mon, 23 May 2011 08:05:57 GMT  
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Sorry for the late reply. Here's the problem: our company is transitioning over to IPV6 for its entire product range and this is a monumental task. So I could only spare a little time on this task, and once I fixed the issues that prevented me from using U++ as an IPV6 client I could not find time to develop support for server mode also. I can't do it in my free time on non work related tasks because I don't have access to any non IPV6 networks.

But I'll share here the changes I've made. They look hacky but were very thoroughly tested in GUI and automated test mode.

#### File Attachments

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- 1) [socket.h](#), downloaded 423 times
  - 2) [socket.cpp](#), downloaded 428 times
  - 3) [httpcli.cpp](#), downloaded 402 times
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