Subject: Re: What is the status of IPv6 support?
Posted by mirek on Tue, 07 Feb 2012 10:17:13 GMT

cbpporter wrote on Tue, 07 February 2012 05:08nlneilson wrote on Tue, 24 May 2011 07:19There was an issue about the time IPv6 was introduced.
   http://www.ultimatepp.org/forum/index.php?t=msg&goto=320 66&#msg_32066

Mirek was able to track the problem down and fix it, I don't know if IPv6 was involved.

It was compiled in Win and worked OK.
Running on Ubuntu with Wine was the problem.

If your code can be pasted into the SDK overwriting the current code I will try it, it may be a few days before I can get to it.

I don't know about that issue, but here is a merge for the hack I'm am using for IPV6 clients made with U++ 4552.

I hope that some day I'll have time do do a proper fix and add support for IPv6 servers too .

One note: I plan to refactor Socket and its implementation; I hope that will be a good time to add IPv6 support as well.

The main reason for refactoring is that I believe that SSLSocket : Socket hierarchy is wrong. The goal will be to add SSL as "feature" of normal Socket. It will greatly simplify the whole Socket implementation and it is also more correct (I have had a quite hard time trying to implement HTTPS proxy recently...).