
Subject: Re: [BUG]HttpRequest hangs when Chunked response, without trailer, and KeepAlive is set. (patch & TC)

Posted by [mirek](#) on Tue, 19 Apr 2016 09:01:11 GMT

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Thanks. You were (mostly) right all the time, I was wrong. I got messed up the trailer and the empty line.

Anyway, deeper digging into HTTP specs revealed that in theory, (main) HTTP header can be empty just as well as chunked trailer. So perhaps the really correct fix should be in ReadingHeader:

```
bool HttpRequest::ReadingHeader()
{
    for(;;) {
        int c = TcpSocket::Get();
        if(c < 0)
            return !IsEof();
        else
            data.Cat(c);
        if(data.GetCount() == 2 && data[0] == '\r' && data[1] == '\n') // header is empty
            return false;
        if(data.GetCount() >= 3) {
            const char *h = data.Last();
            if(h[0] == '\n' && h[-1] == '\r' && h[-2] == '\n') // empty ending line after non-empty header
                return false;
        }
        if(data.GetCount() > max_header_size) {
            HttpError("HTTP header exceeded " + AsString(max_header_size));
            return true;
        }
    }
}
```

(now on svn...)

Do you think this is correct?
