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

Posted by [omari](#) on Tue, 19 Apr 2016 09:42:48 GMT

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here a test case for chunker response with and without trailer:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
// base source :
```

```
http://www.tcpipguide.com/free/t_HTTPDataLengthIssuesChunkedTransfersandMessageTrai-3.htm
```

```
String chunked_with_trailer = "HTTP/1.1 200 OK\r\nDate: Mon, 22 Mar 2004 11:15:03
```

```
GMT\r\nContent-Type: text/html\r\nTransfer-Encoding: chunked\r\nTrailer:
```

```
Expires\r\n\r\n29\r\n<html><body><p>The file you requested is \r\n5\r\n3,400\r\n23\r\nbytes long
```

```
and was last modified:\r\n\r\n1d\r\nSat, 20 Mar 2004 21:12:00
```

```
GMT\r\n13\r\n.</p></body></html>\r\n0\r\nExpires: Sat, 27 Mar 2004 21:12:00 GMT\r\n\r\n";
```

```
// base source : https://en.wikipedia.org/wiki/Chunked_transfer_encoding?oldid=430331176
```

```
String chunked_without_trailer = "HTTP/1.1 200 OK\r\nContent-Type:
```

```
text/plain\r\nTransfer-Encoding: chunked\r\n\r\n26\r\nThis is the data in the first
```

```
chunk\r\n6\r\n1C\r\nand this is the second one\r\n\r\n3\r\ncon\r\n8\r\nsequence\r\n0\r\n\r\n";
```

```
static void Server(String r)
```

```
{
```

```
    TcpSocket server;
```

```
    if(server.Listen(4000, 10)) {
```

```
        TcpSocket socket;
```

```
        LOG("Waiting...");
```

```
        bool b = socket.Accept(server);
```

```
        if(b) {
```

```
            LOG("Connection accepted");
```

```
            HttpHeader http;
```

```
            http.Read(socket);
```

```
            socket.Put(r);
```

```
            socket.Close();
```

```
        }
```

```
    }
```

```
}
```

```
GUI_APP_MAIN
```

```
{
```

```
    StdLogSetup(LOG_COUT|LOG_FILE);
```

Thread a;

```
LOG("chunked_without_trailer");
LOG("*****");
LOG(chunked_without_trailer);
LOG("-----");
```

```
a.Run(callback1(Server, chunked_without_trailer));
HttpRequest r1("localhost:4000");/*r1.Trace()*/ LOG(r1.GET().Execute());
a.Wait();
```

```
LOG("chunked_with_trailer");
LOG("*****");
LOG(chunked_with_trailer);
LOG("-----");
```

```
a.Run(callback1(Server, chunked_with_trailer));
HttpRequest r2("localhost:4000");/*r2.Trace()*/ LOG(r2.GET().Execute());
a.Wait();
```

```
LOG("===== OK");
```

```
}
```