Hi Mirek,

Thanks for your reply.

By looking deeply the code of CORE/SSL. In
 bool TcpSocket::SSLImp::Start()
this Happen :

if(socket.cert.GetCount())
    context.UseCertificate(socket.cert, socket.pkey, socket.asn1);

I guess, the purpose of this is to change the certificate when socket.cert.GetCount() > 0
but the probleme is, with this kind of code :

 HttpRequest requete3(requete2.GetRedirectUrl());
 requete3.GET();
 requete3.StdHeaders(true);
 requete3.SSLCertificate("TEST","TEST",false);
 Cout() << requete3.Execute();

this : if(socket.cert.GetCount())   is never equal to true.

may be that attaching the socket to the SSLImp structure does not work well, Or I'm just stupid
and didnt understood how to use it :d

What you think about it ?

Thanks in advance.

Best regard