
Subject: Re: NetProxy package. (HTTP/SOCKS4/4a/5 with BIND support)
encapsulation for U++

Posted by [Oblivion](#) on Sat, 06 Jun 2020 21:04:40 GMT

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Hi,

NetProxy package has received a small update. (Minor bug fixes.)

Also, I've added two simple Socks5 connection examples to upp-components/Examples directory:

SocksProxyExample - Demonstrates a simple SOCKS5 connection, using NetProxy package.

SocksProxyExampleNB - Demonstrates a simple, non-blocking SOCKS5 connection, using NetProxy package.

SocksProxyExample:

```
#include <Core/Core.h>
#include <NetProxy/NetProxy.h>
```

```
using namespace Upp;
```

```
// This example demonstrates the basic usage of NetProxy class with socks5 tunnels.
// Default proxy server: Turk Telekom, a well-known ISP in Turkey. No auth required...
// Target server: test.rebex.net -> A well-known FTP/SFTP test server.
```

```
CONSOLE_APP_MAIN
```

```
{
    StdLogSetup(LOG_COUT|LOG_FILE);
    NetProxy::Trace();
```

```
    const char *proxy_server = "88.249.26.113";
    const int proxy_port = 1080;
```

```
    TcpSocket sock;
```

```
    NetProxy socksproxy(sock, proxy_server, proxy_port);
    if(socksproxy.Timeout(10000).Socks5().Connect("test.rebex.net", 21)) {
        RLOG("-----");
        RLOG(sock.GetLine()); // Get the first line of FTP server HELO...
        RLOG("-----");
        return;
    }
    RLOG(socksproxy.GetErrorDesc());
}
```

If you have any questions, let me know.

Best regards,
Oblivion
