

---

Subject: how to open Trace in U++ core?

Posted by [akebee](#) on Wed, 19 Jul 2017 06:05:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i want to debug HttpRequest, go into Http.cpp:

```
namespace Ini {  
  INI_BOOL(HttpRequest_Trace, false, "Activates HTTP requests tracing")  
  INI_BOOL(HttpRequest_TraceBody, false, "Activates HTTP requests body tracing")  
  INI_BOOL(HttpRequest_TraceShort, false, "Activates HTTP requests short tracing")  
};
```

```
#define LLOG(x)    LOG_(Ini::HttpRequest_Trace, x)
```

how to open HttpRequest\_Trace? create somename.ini and set

```
HttpRequest_Trace=true
```

it doesn't work?

---

---

Subject: Re: how to open Trace in U++ core?

Posted by [Oblivion](#) on Wed, 19 Jul 2017 06:49:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello akebee,

```
HttpRequest::Trace(); // Simply invoke this method.
```

In Inet.h, you can see that HttpRequest has several static trace methods with different levels of debug information:

```
static void Trace(bool b = true);  
static void TraceHeader(bool b = true);  
static void TraceBody(bool b = true);  
    static void TraceShort(bool b = true);
```

Best regards,  
Oblivion

---

---

Subject: Re: how to open Trace in U++ core?  
Posted by [akebee](#) on Wed, 19 Jul 2017 09:14:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thank you very much ! i`m trying to find out why HttpRequest blocked and TimeOut(ms) did not work at all

---

Subject: Re: how to open Trace in U++ core?  
Posted by [Oblivion](#) on Wed, 19 Jul 2017 09:40:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello akebee,

It is better not to directly call TcpSocket::Timeout() while using HttpRequest (because HttpRequest class is inherently asynchronous, using TcpSocket::Timeout() may lead to erratic behaviour.).

Did you try the below timeout setter?

```
HttpRequest::RequestTimeout()
```

Best regards,  
Oblivion

---

Subject: Re: how to open Trace in U++ core?  
Posted by [akebee](#) on Thu, 20 Jul 2017 02:04:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yeh HttpRequest::RequestTimeout() worked! tks

i'm annoying for a long time the HttpRequest::Execute() blocked occasional ,it blocked even more than hours!

RequestTimeout saved me :lol:

but i found Timeout() in bazaar\Updater\updater.cpp

```
http.Timeout(1000);  
http.Url(GetPlatformRoot() + "versions");  
http.WhenDo.Clear();
```

---