Hello,

I try to retrieve data from an api:

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

using namespace Upp;

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);
    HttpRequest myRequest;
    HttpRequest::Trace();
    myRequest.GET();
    myRequest.Header(X-Riot-Token","RGAPI-2a995009-6aac-48cf-86ea-5db1f11fe11c);
    Cout() << myRequest.Execute() << EOL;
}
```

Everythings seems to work except this:

making data retrieved unreadable.
Someone have any idea ?

Thanks in advance
Best regard

Xemuth

EDIT : For strange reason it worked after few try

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Subject: Re: HttpRequest gzip format error
Posted by koldo on Sat, 07 Mar 2020 22:58:26 GMT

Trying this in Windows 10 I have got this:

HTTP START
Using euw1.api.riotgames.com:443
Starting status 2 ‘Resolving host name’, url: euw1.api.riotgames.com
HTTP Execute: Resolving host name
HTTP StartConnect
HTTP AfterConnect
HTTP retry on error socket(732) / StartSSL: Missing SSL support (Core/SSL)
Starting status 1 'Start', url: euw1.api.riotgames.com
HTTP Execute: Start
HTTP START
Using euw1.api.riotgames.com:443
Starting status 2 'Resolving host name', url: euw1.api.riotgames.com
HTTP Execute: Resolving host name
HTTP StartConnect
HTTP AfterConnect
HTTP retry on error socket(588) / StartSSL: Missing SSL support (Core/SSL)
Starting status 1 'Start', url: euw1.api.riotgames.com
HTTP Execute: Start
HTTP START
Using euw1.api.riotgames.com:443
Starting status 2 'Resolving host name', url: euw1.api.riotgames.com
HTTP Execute: Resolving host name
HTTP StartConnect
HTTP AfterConnect
HTTP retry on error socket(588) / StartSSL: Missing SSL support (Core/SSL)
Starting status 1 'Start', url: euw1.api.riotgames.com
HTTP Execute: Start
HTTP START
Using euw1.api.riotgames.com:443
Starting status 2 'Resolving host name', url: euw1.api.riotgames.com
HTTP Execute: Resolving host name
HTTP StartConnect
HTTP AfterConnect