
Subject: [NOT REPRODUCIBLE] HttpRequest gzip format error

Posted by [Xemuth](#) on Sat, 07 Mar 2020 20:23:12 GMT

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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.Url("https://euw1.api.riotgames.com/lol/summoner/v4/summoners/by-name/Xemuth");  
  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

Subject: Re: HttpRequest gzip format error

Posted by [koldo](#) on Sat, 07 Mar 2020 22:58:26 GMT

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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
