
Subject: Proposition: Adding a way to send huge file via stream in skylark
Posted by [Xemuth](#) on Sun, 26 Sep 2021 20:18:52 GMT

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

While testing my skylark application on a raspberry I noticed that trying to read huge file (upper to 1Go) make the crash app. Indeed the way I did it was the following :

```
http.SetHeader("content-disposition", "attachment; filename=\"" + f->FileName
+"\"").ContentType("application/octet-stream") << LoadFile(f->FilePath);
```

Loading a huge file into memory in order to send it in one chunk is not a good idea, especially on low memory platform. That's why I worked on adding a way for skylark to send file in chunk :

```
http.SetHeader("content-disposition", "attachment; filename=\"" + f->FileName
+"\"").ContentType("application/octet-stream").SendFile(f->FilePath);
```

Http.h

```
class Http : public Renderer {
...
private:
FileIn responseStream;
int chunkSize;
...
}
```

Http.cpp

```
Http& Http::SendFile(const Upp::String& filePath, int _chunkSize){
if(FileExists(filePath)){
    chunkSize = _chunkSize;
    responseStream.Open(filePath);
}
return *this;
}
```

Dispatch.cpp

```
void Http::Finalize(bool closeSocket)
{
    if(rsocket) {
        SKYLARKLOG("=== Response: " << code << ' ' << code_text);
    }
}
```

```

String r;

// weird apache2 mod_scgi behaviour
if(hdr.scgi)
    r << "Status: ";
else
    r << "HTTP/1.1 ";

if(redirect.GetCount()) {
    // for SCGI (at least on apache 2 mod_scgi), we need protocol inside url
    if(hdr.scgi && redirect.Find(":") < 0)
        redirect = "http:" + redirect;

    SKYLARKLOG("Redirect to: " << redirect);
    r << code << " Found\r\n";
    r << "Location: " << redirect << "\r\n";
    for(int i = 0; i < cookies.GetCount(); i++)
        r << cookies[i];
}
else {
    r <<
        code << ' ' << code_text << "\r\n"
        "Date: " << WwwFormat(GetUtcTime()) << "\r\n";
    if(responseStream){
        r << "Content-Length: " << responseStream.GetSize() << "\r\n";
    }else{
r << "Content-Length: " << response.GetCount() << "\r\n";
    }
    r << "Content-Type: " << content_type << "\r\n";

    for(int i = 0; i < headers.GetCount(); i++)
        r << headers.GetKey(i) << ": " << headers[i] << "\r\n";
    for(int i = 0; i < cookies.GetCount(); i++)
        r << cookies[i];
}
r << "\r\n";
rsocket->PutAll(r);
if(responseStream){
    Upp::String fileData = "";
while((fileData = responseStream.Get(chunkSize)).GetCount() > 0){
    rsocket->PutAll(fileData);
    fileData = "";
}
rsocket->PutAll("\r\n");
responseStream.Close();
}else{
    rsocket->PutAll(response);
}
}

```

```
        rsocket = NULL;  
    }  
}
```

Via this new method huge file can be send over a skylark handler
