Subject: HTTP Agent & WebSSL memory leak
Posted by phirox on Fri, 11 Jul 2008 07:35:25 GMT
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A small problem in Web/httpcli.cpp, the header "Agent: " should be "User-Agent: ", the first one doesn't even exist and I needed user-agent because certain websites give different results based upon it.

Also I recommend adding the following line to show a preference of UTF-8 instead of ISO-8859-1:
request << "Accept-Charset: UTF-8,*\r\n";

And in Web/WebSSL/util.cpp I need to comment the following line when using SSLClientSocket, because else I get a heap error on exiting:
CRYPTO_set_mem_functions(SSLAlloc, SSLRealloc, SSLFree);

Edit:

Found another small bug, when a server sends back chunked data that is gzipped it tries to decode the body instead of chunked, fix for "String HttpClient::Execute(Gate2<int, int> progress)" in the last lines:

```
if(tc_chunked) body = chunked;
if(ce_gzip) body = GZDecompress(body);
return body;
```

Subject: Re: HTTP Agent & WebSSL memory leak
Posted by phirox on Thu, 27 Nov 2008 13:24:51 GMT
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Both bugs haven't been solved in the latest svn yet. The Agent header typo and the chunked-gzipped content(see prev. post for fixes).

I also found out the memory leak is not caused by Ultimate++ but openssl itself, apparently this is a known bug. The use of NTL memory manager just brings it forward. Also this only happens when you exit a program, so it really isn't that big of a problem.
Altough I would still recommend commenting it for now, until openssl comes with a fix(quite possibly a library_unload function).