Subject: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Mon, 21 Jul 2008 05:24:52 GMT
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hello again

i want to make a function that download files and also shows the download speed and shows the progress in a progress bar .... and also dont make the program stop (i mean multithreading)

now i can download files using

```
HttpClient client;
String url = attachments.GetData();
client.URL ( url );
String content;
content = client.ExecuteRedirect ( HttpClient::DEFAULT_MAX_REDIRECT,
HttpClient::DEFAULT_RETRIES);
SaveFile ( "file" + FormatInt ( file_num ), content );
```

and i can open it in a new thread but now i want to show download speed and progress bar

and i want the progress bar to be ProgressIndecatior

thanks in advance and i am sorry for my many questions

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Tue, 22 Jul 2008 15:32:30 GMT
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why no one answered me ??

Subject: Re: knowing download speed and ProgressIndicator
Posted by mrjt on Tue, 22 Jul 2008 15:44:20 GMT
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Simplest way (do this in the main thread):

```
Progress progress("Downloading file...");
HttpClient client;
String url = attachments.GetData();
client.URL ( url );
String content;
```

content = client.ExecuteRedirect (HttpClient::DEFAULT_MAX_REDIRECT,
HttpClient::DEFAULT_RETRIES, progress);
SaveFile ("file" + FormatInt (file_num), content);

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Tue, 22 Jul 2008 19:11:58 GMT
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no ..... i know that

but i want to do more than one download a time and also know the download speed

---

Subject: Re: knowing download speed and ProgressIndicator
Posted by mirek on Wed, 23 Jul 2008 08:20:25 GMT
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TeCNoYoTTa wrote on Tue, 22 July 2008 15:11no ..... i know that

but i want to do more than one download a time and also know the download speed

The you have to add some

bool Method(int, int)

to your class and direct the callback there.

Mirek

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Wed, 23 Jul 2008 10:59:24 GMT
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i am sorry .....but please more explanation .....i am sorry

i will try and also wait for more explanation

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Wed, 23 Jul 2008 11:05:15 GMT
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i mean that this function
content = client.ExecuteRedirect (HttpClient::DEFAULT_MAX_REDIRECT,

HttpClient::DEFAULT_RETRIES);

download all the file once

so i want to know if there is other function or another way

Subject: Re: knowing download speed and ProgressIndicator
Posted by mr_ped on Wed, 23 Jul 2008 11:41:21 GMT
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Run new thread/instance of HttpClient for every URL you want to download together.

Create your own progress indicator with "bool MethodToGatherData(int, int)" in it.

Set this method as callback to every HttpClient during ExecuteRedirect call.

In that method find out a way to gather multiple data from different threads, calculate some nice numbers out of them, and show them as progress bar.

No source code this time, I'm too new into this topic to write it from head, and I have to work on different things. I think that's the reason for slow answers from others too, while you are free to ask, others are free to (not) answer, as their free time and skill allows them. If you want to learn C++,U++ and do your own application, just study hard and have patience (and keep asking, but also keep searching for answer on your own). If you want the app done fast, pay Mirek or some skilled other UPP developer.

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Thu, 31 Jul 2008 18:22:32 GMT
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thanks all

i did this but there is an error

```
void Download_Manager_Window::progress_indecator(int x, int all)
{
 static int timer = 0;
 static int data = 0;
 progress_bar.Set(x,all);
 timer = clock() - timer;
 data = x - data;
 label_DownloadSpeed.SetText(DblStr((data/timer) * 1.0 ) + " KB/S");

 timer = clock();
 data = x;
```

```
}
void Download_Manager_Window::Download_File(String link)
{
 client.URL(link);
 client.Execute(THISBACK( progress_indecator ));
}
```

this is the error
D:\Program Files\MyApps\CISL\main.cpp:57: error: 'progress_indecator' is not a member of 'Upp::TopWindow'

Subject: Re: knowing download speed and ProgressIndicator
Posted by mirek on Fri, 01 Aug 2008 06:41:31 GMT
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You need to add

```
struct Download_Manager_Window {
....
    typedef Download_Manager_Window CLASSNAME;
....
};
```

Mirek

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Fri, 01 Aug 2008 07:17:31 GMT
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thanks

i tried what you said but there still errors this is the code

```
void Download_Manager_Window::progress_indecator(int x, int all)
{
 static int timer = 0;
 static int data = 0;
 progress_bar.Set(x,all);
 timer = clock() - timer;
 data = x - data;
 label_DownloadSpeed.SetText(DblStr((data/timer) * 1.0 ) + " KB/S");
```

```
 timer = clock();
 data = x;
}
void Download_Manager_Window::Download_File(String link)
{
 client.URL(link);
 client.ExecuteRedirect(HttpClient::DEFAULT_MAX_REDIRECT,HttpClient::DEFAULT_RETRIES,
THISBACK( progress_indecator ));
}
```

and this is the error

```
D:\Program Files\MyApps\CISL\main.cpp: In member function 'void
Download_Manager_Window::Download_File(Upp::String)':
D:\Program Files\MyApps\CISL\main.cpp:60: error: no matching function for call to
'Upp::HttpClient::ExecuteRedirect(Upp::HttpClient::<anon
 ymous enum>, Upp::HttpClient::<anonymous enum>, Upp::Callback2<int, int>)'
D:\Program Files\upp\uppsrc/Web/httpcli.h:41: note: candidates are: Upp::String
Upp::HttpClient::ExecuteRedirect(int, int, Upp::Gate2<int,
  int>)
```

Subject: Re: knowing download speed and ProgressIndicator
Posted by mirek on Fri, 01 Aug 2008 09:57:50 GMT
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bool Download_Manager_Window::progress_indecator(int x, int all)

returning true will break the process.

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Fri, 01 Aug 2008 13:25:00 GMT
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thanks luzr ..... i am sorry as i have a lot of questions

but now the program works but does no thing

i did this

```
bool Download_Manager_Window::progress_indecator ( int x, int all )
{
 static int timer = 0;
```

```
 static int data = 0;
 progress_bar.Set ( x, all );
 timer = clock() - timer;
 data = x - data;
 label_DownloadSpeed.SetText ( DblStr ( ( data / timer ) * 1.0 ) + " KB/S" );

 timer = clock();
 data = x;
 if (x == all)
  return true;
 else
  return false;
}

void Download_Manager_Window::Download_File ( String link )
{
 client.URL ( link );
 String file = client.ExecuteRedirect ( HttpClient::DEFAULT_MAX_REDIRECT,
HttpClient::DEFAULT_RETRIES, THISBACK ( progress_indecator ) );

}
```

and opened it in a thread like this

```
(new Thread)->Run ( THISBACK1 ( Download_File, "http://cisclub.com/tecno/bta3/vector.rar" ) );
```

but no thing happen :S :S ..... the window opens and just do nothing

and this is the constructer of the windows which download

```
Download_Manager_Window::Download_Manager_Window()
{
 CtrlLayout ( *this, "Download" );
 label_DownloadDirectory.SetReadOnly();
 (new Thread)->Run ( THISBACK1 ( Download_File, "http://cisclub.com/tecno/bta3/vector.rar" ) );
}
```

thanks in advance and i am waiting your response

and sorry for my continuous asking

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Fri, 01 Aug 2008 15:12:57 GMT
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please if there is a manual for Web library tell me about it

i want to know what is these arguments for

and i think it's working now but with strange errors (x == all at first and progress bar some times restart)

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Fri, 01 Aug 2008 15:28:42 GMT
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and here is a problem

the program works well and download ....and while downloading it get out of the function .....not only that .....but the function which downloads the file returns nothing

String down_file = client.ExecuteRedirect (HttpClient::DEFAULT_MAX_REDIRECT, HttpClient::DEFAULT_RETRIES, THISBACK (progress_indecator));

so the file size is zero :S :S

please help me

Subject: Re: knowing download speed and ProgressIndicator
Posted by mirek on Fri, 01 Aug 2008 19:39:40 GMT
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Why Thread?

Mirek

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Fri, 01 Aug 2008 21:42:53 GMT
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thanks for your reply

i use threads so that i can update the GUI (progress bar / download speed) with out making the

program lags

also i want people to can use the program while it's downloading

but i dont know why this errors happen and i dont know why it stop downloading after 2.5 MB as i think and where can i find documentation for these functions

---

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Fri, 01 Aug 2008 22:38:38 GMT
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i tested it on small file (about 150 KB) and it worked very well

but with the first file (about 5MB) it stopped at 2.5 MB as i think

thanks in advance

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Sun, 03 Aug 2008 08:56:21 GMT
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then there is no documentation .....so please help me or tell me a way to know how to know there uses

---

Subject: Re: knowing download speed and ProgressIndicator
Posted by mirek on Sun, 03 Aug 2008 12:13:31 GMT
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TeCNoYoTTa wrote on Fri, 01 August 2008 17:42thanks for your reply

i use threads so that i can update the GUI (progress bar / download speed) with out making the program lags

That is the reason why there is the Gate callback. You are supposed to update GUI in it.

Also, note that there are severe limitation what you can do in multi-threading (basically, only one main GUI thread is allowed).

Mirek

Subject: Re: knowing download speed and ProgressIndicator
Posted by mirek on Sun, 03 Aug 2008 12:14:19 GMT
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TeCNoYoTTa wrote on Fri, 01 August 2008 18:38i tested it on small file (about 150 KB) and it worked very well

but with the first file (about 5MB) it stopped at 2.5 MB as i think

thanks in advance

Hard to say. testcase please.

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Sun, 03 Aug 2008 12:53:49 GMT
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thanks Luzr for your reply

i will make more test cases and tell you

but i want to tell you what i want to do

i want to make a download manager that download files that are some times be attachments on forums
that allow visitors downloads also i want it to support pause/continue downloading

the proplem now is that the executeredirect dont complete downloading the file when the file is big

also i want to download part of file save it the download another part and save it to support pause/continue

but executeredirect downloads all the file one piece and put it in a string variable

so these are the proplems

now i want to ask what does these functions do and what are there arguments and what they return
socket.WriteWait(const char *s,int length,int timeout_msec)
socket.Read()
socket.ReadUntil()
socket.ReadCount()

and i will get more test cases
but please help me or tell me how to find info
thanks in advance
and i am waiting your respond

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Sun, 03 Aug 2008 17:46:24 GMT
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horraaaaaay

at last it worked and now bigger files can be downloaded

i just changed timeout
client.TimeoutMsecs (1000*60*60*60);

but there is another proplems
1- i want to download the file part by part
2- the progress bar does some thing strange
look
it works fine

then ??!!!

thanks in advance and waiting for your help

Subject: Re: knowing download speed and ProgressIndicator
Posted by TeCNoYoTTa on Sun, 03 Aug 2008 17:59:41 GMT
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another pictuers