
Subject: HTTP Client and file upload
Posted by [mdelfede](#) on Sat, 25 Oct 2008 14:37:12 GMT
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Well, I got some problems with http client on a file upload operation.
At first, I had to add

`socket.Block()`

in `httpcli.cpp`, line 131 in order to avoid a "resource temporary unavailable" error.
Now I can upload small and medium (let's say, some tenth of KBytes) files without problem, but if I try to send a file of around 800 KBytes, the server says "file partially transmitted".
I do have a `MAX_UPLOAD` of about 40 MBytes on server, and the original web app (that I'm trying to mimick) does it well.

Any hint ?

Max

Subject: Re: HTTP Client and file upload
Posted by [mdelfede](#) on Sat, 25 Oct 2008 15:52:30 GMT
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ops, sorry, my mistake.... just a missing `\r\n` at the end of send protocol, which brings problems on txt/ps files

The "Block()" problem is still there, but that's not a big one, just a small patch on `httpcli.cpp`

Ciao

Max

Subject: Re: HTTP Client and file upload
Posted by [forlano](#) on Tue, 02 Mar 2010 12:28:50 GMT
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Hello,

I am resuming a Max very old post that looks related to my problem. I want to upload a file to a server where there is the `postfile.php` that looks like this

```
<html><head></head><body>
<?php
```

```

if (!isset($_POST['file'])) {
?>
    <form action="<?php echo $_SERVER['PHP_SELF']; ?>" method="post">
    Enter file path <input type="text" name="file">
    </form>

<?php
}
else {
    echo 'File name: ' . $_POST['file'] . '<br />';
}
?>
</body></html>

```

I would like to use the HttpClient class to simulate the file upload. I tried the following code after a search on the forum

```

#include <Web/Web.h>
using namespace Upp;
CONSOLE_APP_MAIN
{
    HttpClient x;
    x.Method(HttpClient::METHOD_POST);
    x.URL("http://localhost/test/postfile.php");
    //x.AddHeaders("Content-Type: application/x-www-form-urlencoded");
    x.KeepAlive(true);
    x.Post("file", LoadFile("myfile.txt"));
    String respond = x.ExecuteRedirect();
    SaveFile("headers.txt",x.GetHeaders());
    SaveFile("respond.html",respond);
}

```

It simply hangs without result but should be not very far from the right solution.
Thank you for any suggestion,

Luigi

EDIT: it seems to work after the comment of the line with
x.AddHeaders()

Subject: Re: HTTP Client and file upload
 Posted by [forlano](#) on Sun, 07 Mar 2010 18:23:12 GMT
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I was too optimistic... it does not work ,

Is it possible to have a simple example of file upload by using the HttpClient? I need to simulate the file upload by a web form like this

```
<html>
  <head></head>
  <body>
    <form enctype="multipart/form-data" action="uploader.php" method="POST">
      <input type="hidden" name="MAX_FILE_SIZE" value="100000" />
      Choose file: <input name="uploadedfile" type="file" /><br />
      <input type="submit" value="Upload File" />
    </form>
  </body>
</html>
```

If it is not possible I'll use the Ftp client.
Thank you very much in advance,
Luigi

Subject: Re: HTTP Client and file upload
Posted by [jeremy_c](#) on Sat, 14 Aug 2010 12:28:36 GMT
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You can view my very simple solution to the same problem:

<http://www.ultimatepp.org/forum/index.php?t=msg&th=5394&start=0&>

I did not abstract it into something usable but if you just have one or two files to upload, it may work. If anyone is interested, I'll work on making maybe a postdata class that will build the multipart form data.

Jeremy
