Subject: Socket through Proxy server
Posted by Mindtraveller on Wed, 30 Dec 2009 09:53:33 GMT
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I use Socket class for some network application which is working on p2p basis using TCP/IP. Sometimes though user executes this app from within corporate LAN which is connected to Internet through corporate Proxy server.
How could I add proxy support for socket interactions? Could you please give a clue how to do that in U++?

Subject: Re: Socket through Proxy server
Posted by rylek on Wed, 30 Dec 2009 16:57:09 GMT
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Hello Mindtraveller (a nice name, by the way)!

I don't know about proxies with respect to the core TCP/IP protocol. I've only encountered proxy support with respect to the HTTP protocol. There is a slight variation of the request syntax when sending a HTTP client request through a proxy; the request is then sent to the IP address and port of the proxy and the original server address is contained on the first GET line of the request. The HttpClient class supports this mechanism.

Regards

Tomas