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Subject: What is the status of IPv6 support?

Posted by [cbporter](#) on Thu, 27 Jan 2011 13:02:27 GMT

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I need IPV6 sockets and after a short glance over Socket code and a search in files it seems that there is no such support.

If this is the case and it is not planned to add such support, I'll need to hack together something like this ASAP, in the weekend at the latest.

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Subject: Re: What is the status of IPv6 support?

Posted by [mirek](#) on Thu, 27 Jan 2011 15:31:25 GMT

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Indeed, it is currently "nil".

I would be happy to improve Socket based on your code...

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Subject: Re: What is the status of IPv6 support?

Posted by [cbporter](#) on Tue, 01 Feb 2011 13:19:54 GMT

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I managed to get some basic IPv6 support working. Socket and HttpClient seems to work fine. I kept the API the same, but I changed in Socket::Data:

bool Open(bool is\_blocking, int family = PF\_INET);

Also, OpenClient has a parameter "dword \*my\_addr". If you supply an IPv6 address a dword is no longer sufficient storage.

I'll do some more tests and prepare a patch.

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Subject: Re: What is the status of IPv6 support?

Posted by [cbporter](#) on Tue, 01 Feb 2011 13:37:40 GMT

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PS: I am not very familiar with Web package. Adding support for IPv6 to socket and making HttpClient recognize the addresses solves most issues. Are you aware of other classes that need my attention? Or maybe other packages?

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Subject: Re: What is the status of IPv6 support?

Posted by [mirek](#) on Fri, 04 Feb 2011 13:37:19 GMT

cbporter wrote on Tue, 01 February 2011 08:37PS: I am not very familiar with Web package. Adding support for IPv6 to socket and making HttpClient recognize the addresses solves most issues. Are you aware of other classes that need my attention? Or maybe other packages?

Well, very quick review of the issue indicates quite likely only small difference - wherever there is

AF\_INET

there should be

AF\_INET6

for ipv6 support and the structure involved should be 'sockaddr\_in6' instead of 'sockaddr\_in'.

Mirek

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Subject: Re: What is the status of IPv6 support?

Posted by [cbporter](#) on Mon, 23 May 2011 08:05:57 GMT

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Sorry for the late reply. Here's the problem: our company is transitioning over to IPV6 for its entire product range and this is a monumental task. So I could only spare a little time on this task, and once I fixed the issues that prevented me from using U++ as an IPV6 client I could not find time to develop support for server mode also. I can't do it in my free time on non work related tasks because I don't have access to any non IPV6 networks.

But I'll share here the changes I've made. They look hacky but were very thoroughly tested in GUI and automated test mode.

#### File Attachments

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- 1) [socket.h](#), downloaded 467 times
- 2) [socket.cpp](#), downloaded 476 times
- 3) [httpcli.cpp](#), downloaded 440 times

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Subject: Re: What is the status of IPv6 support?

Posted by [nlneilson](#) on Tue, 24 May 2011 04:19:07 GMT

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There was an issue about the time IPv6 was introduced.

[http://www.ultimatepp.org/forum/index.php?t=msg&goto=320 66&#msg\\_32066](http://www.ultimatepp.org/forum/index.php?t=msg&goto=320 66&#msg_32066)

Mirek was able to track the problem down and fix it, I don't know if IPv6 was involved.

It was compiled in Win and worked OK.

Running on Ubuntu with Wine was the problem.

If your code can be pasted into the SDK overwriting the current code I will try it, it may be a few days before I can get to it.

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Subject: Re: What is the status of IPv6 support?

Posted by [cbporter](#) on Tue, 07 Feb 2012 10:08:52 GMT

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nlneilson wrote on Tue, 24 May 2011 07:19There was an issue about the time IPv6 was introduced.

[#msg\\_32066](http://www.ultimatepp.org/forum/index.php?t=msg&goto=320 66)

Mirek was able to track the problem down and fix it, I don't know if IPv6 was involved.

It was compiled in Win and worked OK.

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If your code can be pasted into the SDK overwriting the current code I will try it, it may be a few days before I can get to it.

I don't know about that issue, but here is a merge for the hack I'm am using for IPV6 clients made with U++ 4552.

I hope that some day I'll have time do do a proper fix and add support for IPv6 servers too .

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File Attachments

- 1) [httpcli.cpp](#), downloaded 428 times
- 2) [socket.h](#), downloaded 430 times
- 3) [socket.cpp](#), downloaded 1063 times

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Subject: Re: What is the status of IPv6 support?

Posted by [mirek](#) on Tue, 07 Feb 2012 10:17:13 GMT

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cbporter wrote on Tue, 07 February 2012 05:08nlneilson wrote on Tue, 24 May 2011 07:19There was an issue about the time IPv6 was introduced.

[#msg\\_32066](http://www.ultimatepp.org/forum/index.php?t=msg&goto=320 66)

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I don't know about that issue, but here is a merge for the hack I'm am using for IPV6 clients made with U++ 4552.

I hope that some day I'll have time do do a proper fix and add support for IPv6 servers too .

One note: I plan to refactor Socket and its implementation; I hope that will be a good time to add IPv6 support as well.

The main reason for refactoring is that I believe that SSLSocket : Socket hierarchy is wrong. The goal will be to add SSL as "feature" of normal Socket. It will greatly simplify the whole Socket implementation and it is also more correct (I have had a quite hard time trying to implement HTTPS proxy recently...).

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**Subject: Re: What is the status of IPv6 support?**

Posted by [cbporter](#) on Tue, 07 Feb 2012 10:28:25 GMT

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Good to know! I will test it when it's done because we have moved away from IPv4.

I did not put any great effort into my implementation: it just works (if I didn't mess up the merge).

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**Subject: Re: What is the status of IPv6 support?**

Posted by [cbporter](#) on Tue, 24 Apr 2012 07:54:51 GMT

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With the current refactoring of the web packages do we have now support for IPv6? A very brief inspection of sources hints toward yes.

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**Subject: Re: What is the status of IPv6 support?**

Posted by [mirek](#) on Tue, 24 Apr 2012 08:04:05 GMT

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cbporter wrote on Tue, 24 April 2012 03:54With the current refactoring of the web packages do we have now support for IPv6? A very brief inspection of sources hints toward yes.

Yes. Sorry for not mentioning it in Development blog.

The only problem I have encountered is that ipv6 for server has to be activated by bool variable.

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