Subject: Doubt with timeout in HttpRequest
Posted by koldo on Mon, 30 Apr 2012 08:05:36 GMT
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Hello Mirek

HttpRequest is subclass of TcpSocket. Both have a timeout member.

In HttpRequest it is set to 120000 and in TcpSocket it is set to Null.

The problem is that doing a HttpRequest::RequestTimeout(int ms) does not change TcpSocket::timeout, so for example HttpRequest::SendingData() will not work properly, as it calls TcpSocket::Put().

So it seems to set a timeout it is necessary to do this:
 HttpRequest http;
 http.RequestTimeout(mytime);
 http.Timeout(mytime);
Is it ok?

Subject: Re: Doubt with timeout in HttpRequest
Posted by mirek on Wed, 02 May 2012 06:01:13 GMT
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koldo wrote on Mon, 30 April 2012 04:05Hello Mirek

HttpRequest is subclass of TcpSocket. Both have a timeout member.

In HttpRequest it is set to 120000 and in TcpSocket it is set to Null.

The problem is that doing a HttpRequest::RequestTimeout(int ms) does not change TcpSocket::timeout, so for example HttpRequest::SendingData() will not work properly, as it calls TcpSocket::Put().

So it seems to set a timeout it is necessary to do this:
 HttpRequest http;
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Is it ok?

Actually, it is more complicated. First of all, it is true it now does not work as it should in case that TcpSocket has Null timeout.

Anyway, there is a difference between TcpSocket::Timeout and RequestTimeout. Timeout is for single socket operation, RequestTimeout is meant to be total timeout for the whole request.

So it will need a little bit more to resolve...

Mirek

Subject: Re: Doubt with timeout in HttpRequest
Posted by koldo on Fri, 04 May 2012 05:59:44 GMT
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Hello Mirek

Now timeout is 120 seconds and there are 3 retries.

With this default values if there is a problem in connexion the application will seem to be hanged.

Perhaps it would be better to have a smaller timeout.

Subject: Re: Doubt with timeout in HttpRequest
Posted by mirek on Fri, 04 May 2012 06:11:49 GMT
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koldo wrote on Fri, 04 May 2012 01:59Hello Mirek

Now timeout is 120 seconds and there are 3 retries.

With this default values if there is a problem in connexion the application will seem to be hanged.

Perhaps it would be better to have a smaller timeout.

Well, those values are for console/server apps. And in fact, I am strongly in favor of completely removing RequestTimeout - some requests can take much longer than 2 minutes (like uploading MBs files) and then RequestTimeout would become unpleasant surprise.

If you have app that can seem hanged, you should rather use 'WhenWait'/'WhenDo' callbacks to show. Look at reference/GuiWebCrawler...

Subject: Re: Doubt with timeout in HttpRequest
Posted by mirek on Tue, 15 May 2012 18:45:09 GMT
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Hopefully fixed.

Subject: Re: Doubt with timeout in HttpRequest
Posted by koldo on Wed, 23 May 2012 13:03:38 GMT
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Hello Mirek

Using WhenWait works:

```
if ((endTimeout < GetTickCount()) && http.GetContentLength() == 0)
 http.Abort();
```
However it is not very pretty as Timeout() could be supposed to be the place to set the timeout .

Subject: Re: Doubt with timeout in HttpRequest
Posted by mirek on Wed, 23 May 2012 15:00:04 GMT
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koldo wrote on Wed, 23 May 2012 09:03Hello Mirek

Using WhenWait works:

```
if ((endTimeout < GetTickCount()) && http.GetContentLength() == 0)
 http.Abort();
```
However it is not very pretty as Timeout() could be supposed to be the place to set the timeout .

Ah, but meanwhile I have implemented TcpSocket::GlobalTimeout and HttpRequest::RequestTimeout (which just calls GlobalTimeout).

It is also important to understand that Timeout sets timeout for single IO operation...

Mirek

Subject: Re: Doubt with timeout in HttpRequest
Posted by koldo on Wed, 23 May 2012 16:27:03 GMT
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... if there is a retry TcpSocket::GlobalTimeout is cleared to Null?