
Subject: Skylark and SCGI

Posted by [mdelfede](#) on Sun, 14 Jul 2013 09:21:41 GMT

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Hi,

I'm trying to use Skylark01 tutorial code in SCGI mode.
I configured apache to redirect ol requests on

/ucloud

over a SCGI server on port 8001, which should be the default of Skylark.
The server runs ok and is accepting connections, but the result in webpage is :

Internal Server Error

The server encountered an internal error or misconfiguration and was unable to complete your request.

Please contact the server administrator, webmaster@localhost and inform them of the time the error occurred, and anything you might have done that may have caused the error.

More information about this error may be available in the server error log.

And the apache error log shows this one :

```
[Sun Jul 14 11:15:11 2013] [error] [client 127.0.0.1] Premature end of script headers: ucloud  
[Sun Jul 14 11:15:11 2013] [error] [client 127.0.0.1] (500)Unknown error 500: scgi: error reading  
response headers
```

What am I doing wrong ???

Subject: Re: Skylark and SCGI

Posted by [mdelfede](#) on Sun, 14 Jul 2013 11:14:02 GMT

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Some progress... I found that

HttpHeader::ParseSCGI

always returns false, which make in turn

HttpHeader::Read()

Always return false in SCGI mode. Headers are indeed correctly read. Http::Dispatch(), with HttpHeader::Read() returning false don't go further.

Making ParseSCGI return true, the Dispatch() can proceed, but web page still shows same error. Apache error log is now :

```
[Sun Jul 14 13:05:41 2013] [error] [client 127.0.0.1] malformed header from script. Bad
header=HTTP/1.1 200 : ucloud
[Sun Jul 14 13:05:41 2013] [error] [client 127.0.0.1] (500)Unknown error 500: scgi: error reading
response headers
```

Any hint ?

Subject: Re: Skylark and SCGI
Posted by [mdelfede](#) on Sun, 14 Jul 2013 12:35:20 GMT
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More findings: in Http::Finalize()

```
void Http::Finalize()
{
    if(rsocket) {
        SKYLARKLOG("=== Response: " << code << ' ' << code_text);
        String r;
        if(redirect.GetCount()) {
            SKYLARKLOG("Redirect to: " << redirect);
            r << "HTTP/1.1 " << code << " Found\r\n";
            r << "Location: " << redirect << "\r\n";
            for(int i = 0; i < cookies.GetCount(); i++)
                r << cookies[i];
        }
        else {
            r <<
                "HTTP/1.1 " << code << ' ' << code_text << "\r\n"
                "Date: " << WwwFormat(GetUtcTime()) << "\r\n"
                "Content-Length: " << response.GetCount() << "\r\n"
                "Content-Type: " << content_type << "\r\n";
            for(int i = 0; i < headers.GetCount(); i++)
                r << headers.GetKey(i) << ": " << headers[i] << "\r\n";
            for(int i = 0; i < cookies.GetCount(); i++)
                r << cookies[i];
            r << "\r\n";
        }
    }
}
```

```
}  
rsocket->PutAll(r);  
rsocket->PutAll(response);  
rsocket = NULL;  
}  
}
```

The 'code_text' string, which should be 'OK', is empty, and the 'r' string is missing the 'Status :' part.

So, the first line sent to browser is

200

instead of

Status : 200 OK

I don't know how is SCGI related.....

Max

Subject: Re: Skylark and SCGI
Posted by [mdelfede](#) on Sun, 14 Jul 2013 15:02:21 GMT
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Proposed solution :

1) make HttpHeader::ParseSCGI() return true

2) Change Http::Finalize() like this :

```
void Http::Finalize()  
{  
    if(rsocket) {  
        SKYLARKLOG("=== Response: " << code << ' ' << code_text);  
        String r;  
        ---> if(hdr.scgi)  
        --->   r << ":";
```

Subject: Re: Skylark and SCGI
Posted by [mirek](#) on Tue, 16 Jul 2013 06:42:36 GMT

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Should be now resolved...

Mirek
