

U++ - Bug #495

Another problem with Skylark over SCGI

07/17/2013 08:48 AM - Massimo Del Fedele

Status:	Approved	Start date:	07/17/2013
Priority:	High	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour

Description

Hi,

Apache2 mod_scgi has some quirks; here the solution :

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

        // weird apache2 mod_scgi behaviour
        if(hdr.scgi)
            r << "Status: ";
        else
            r << "HTTP/1.1 ";

        if(redirect.GetCount()) {
            // for SCGI (at least on apache 2 mod_scgi), we need protocol inside url
            if(hdr.scgi && redirect.Find(":") < 0)
                redirect = "http." + redirect;

            SKYLARKLOG("Redirect to: " << redirect);
            r << code << " Found\r\n";
            r << "Location: " << redirect << "\r\n";
            for(int i = 0; i < cookies.GetCount(); i++)
                r << cookies[i];
        }
        else {
            r <<
                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;
    }
}
```

}
}

History

#1 - 07/29/2013 05:32 PM - Miroslav Fidler

- *Status changed from New to Approved*