

## Re: Wininet Timeouts

**Source:**

<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer/2004-07/0976.html>

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**From:** Andrew Trevarrow ([andrew\\_at\\_andrewt-nospam-.com](mailto:andrew_at_andrewt-nospam-.com))

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Nikki,

I use the wininet functions directly (rather than the MFC wrappers), and AFAIK the call to read should complete if the internet connection is lost.

However, in wininet land I timeout connections by spinning another thread to do the connection and, if it hasn't completed within n seconds I close the internet handle causing the connect to complete (and fail).

```
--
HINTERNET hOpenUrl;
HINTERNET hSession;
HINTERNET Open()
{
    hSession = InternetOpen();
    HANDLE hOpenThread = CreateThread(OpenThreadProc)
    if (WaitForSingleObject(hOpenThread, TIMEOUT_PERIOD) != WAIT_OBJECT_0)
    {
        InternetCloseHandle(hSession);
        WaitForSingleObject(hOpenThread, INFINITE);
        hOpenUrl = NULL;
    }
    return hOpenUrl;
}
OpenThreadProc()
{
    hOpenUrl = InternetOpenUrl(hSession, ...);
}
--
```

(See this MSDN article for more info:

<http://support.microsoft.com/default.aspx?scid=kb;en-us;224318>)

This definitely works for creating the connection, not sure if the same principal works for InternetReadFile. I'm also not sure how this will work with CInternetFile as MFC classes are notoriously not threadsafe. HTH.

Andrew.

Nikki Casali wrote:

```
> Does anyone know a way to timeout CInternetFile::Read if the Internet
> connection is lost?
>
> You can call CInternetSession with the INTERNET_FLAG_ASYNC flag and
> timeout from another thread, but there is no documentation on how to
> implement this. In fact, the documentation is looking rather fanciful.
>
```

microsoft.public.pocketpc.developer: Re: Wininet Timeouts

> I'm thinking maybe of creating a CWinThread to execute  
> CInternetFile::Read and killing the thread if it takes too long.  
>  
> Any ideas?  
>  
> Nikki  
>