

Re: WinINET API... Yay or Nay?

Source: <http://www.tech-archive.net/Archive/VB/microsoft.public.vb.winapi.networks/2004-08/0020.html>

From: Randy Birch (rgb_removethis_at_mvps.org)

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What prerequisites do you have for downloading the files? If you need to indicate progress, and want to completely control the download, then for the APIs the inet apis are the way to go. If you want to provide the user with the standard single-file download dialog that IE uses, you can call the DoFileDownload API of IE ...

<http://vbnet.mvps.org/code/internet/dofiledownload.htm>. If this is an option, this 'enhanced' demo shows how to specify the folder the file should be downloaded to, although the end user can still change it ...

<http://vbnet.mvps.org/code/internet/dofiledownloadcustom.htm>.

If your app design provides for downloading without user interaction, and without a progress dialog, you can use URLDownloadToFile to retrieve any type of file – both HTTP and FTP...

<http://vbnet.mvps.org/code/internet/urldownloadtofile.htm>. If you need to ensure the file is downloaded and not retrieved from the cache, use this instead ...

<http://vbnet.mvps.org/code/internet/urldownloadtofilenocache.htm>.

Finally, I believe Eduardo has a URLDownloadToFile method wrapped in a typelib that does provide a means to view the download progress. His site is <http://www.mvps.org/emorcillo/>

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<http://vbnet.mvps.org/>

Please respond only to the newsgroups so all can benefit.

"GSM" <gsm00@hotmail.com> wrote in message
news:#WMW5jzfeHA.1048@tk2msftngp13.phx.gbl...

: Hi,

:

: A few years ago, I looked into accessing files over the internet (HTTP and
: FTP protocols, specifically) using the WinInet API functions. However,
after

: looking into this for a while (and reading a few horror stories), I
: determined that the WinInet API was too unstable and unreliable to use.
: Eventually, the project was dropped.

:

: Fast-forward to three years later (now) I need to write an application
that

: will download files over HTTP and FTP. Is the WinINET API still considered
: buggy, or is it pretty reliable?

microsoft.public.vb.winapi.networks: Re: WinINET API... Yay or Nay?

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: One difference is that this time around, we will not support Windows 95.
: Windows 98 or later will be required. If I remember correctly, a good
number
: of problems with WinInet occurred on machines running Windows 95...
:
: This brings me to my second question, regarding deployment. The other
reason
: that using WinInet posed a problem three years ago is that it would have
: made the deployment of our app a real nightmare. Because we will only be
: supporting Windows 98 (which I believe ships with Internet Explorer 4.0)
and
: up, would this still be an issue? would we need to redistribute any DLL's
: (or anything else) with our app if we went the WinInet route this time
: around?
:
: Thanks so much for your help. I appreciate any advice/pointers you can
give
: or experiences you can share.
:
: Best regards,
:
: GSM
:
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