

Re: Need help with InternetOpenUrl

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2007-06/msg00067.html>

- *From:* "Igor Tandetnik" <itandetnik@xxxxxxxx>
 - *Date:* Sun, 3 Jun 2007 22:36:38 -0400
-

"Daniel Kaplan" <NoSPam@xxxxxxxx> wrote in message
news:1180922704.149869@xxxxxxxxxxxxxxxxxxxx

So my app uses InternetOpenUrl function a lot, and it all works well.

But for a specific part, now I have to manually go to a non-standard webpage (port 88) on my server that is on a different port, and IE uses a username and password. From there I save the contents of my browser and my app runs on that.

I would love to be able to have my app open that page with username and password, but that might be beyond me.

Instead of InternetOpenUrl, use InternetConnect / HttpOpenRequest / HttpSendRequest. InternetConnect takes port, username and password as parameters, among other things.

As well, am sure me sending the username and password via my code probably is unsafe.

How do you think IE sends them more securely – magic?

So one of my other thoughts was, since WinInet.DLL uses IE

It's the other way round – IE ultimately uses WinInet.

maybe I can be logged on to that page with IE, and then run my app and have it grab that secure webpage.

It might work if you use a WebBrowser control hosted by your application, rather than a standalone IE instance. Most login schemes

Re: Need help with InternetOpenUrl

rely on session cookies. WinInet maintains such cookies on a per-process basis, so you must log in within the same process.

—

With best wishes,
Igor Tandetnik

With sufficient thrust, pigs fly just fine. However, this is not necessarily a good idea. It is hard to be sure where they are going to land, and it could be dangerous sitting under them as they fly overhead. — RFC 1925

.