

## Wt - Feature #6195

### Boost::Beast HTTP/S and WebSockets library

01/02/2018 11:12 PM - Osman Zakir

<b>Status:</b>	New	<b>Start date:</b>	01/02/2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
<p>I'm opening this issue as a suggestion (is this the right way to do this? If not, please point me to a better place). You guys have probably already heard of Beast. Is there any chance that you would start using it in Wt for the HTTP/S functionality? It's a good library, so I'd like if you guys used it in Wt.</p> <p>The library author is planning on proposing Beast for inclusion in the standard library once it's gotten enough usage experience through Boost. I'm trying to use it, but I'm new so I'm having trouble.</p>			

#### History

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**#1 - 01/03/2018 05:40 PM - Osman Zakir**

I made the same mistake again about the assignee thing. Can it be fixed, or should I open another issue for this?

**#2 - 01/09/2018 05:01 PM - Roel Standaert**

- Assignee deleted (Osman Zakir)

I've looked into Beast a little bit before, and I'm not sure what the benefit would be to use Beast over our current implementation. We already have an implementation of HTTP and WebSockets in Wt. I would prefer to look at what supporting HTTP/2 could give us.

Regards,

Roel

**#3 - 04/12/2018 02:33 PM - Roel Standaert**

- Target version changed from 4.0.3 to 4.0.4

**#4 - 08/27/2018 10:25 AM - Roel Standaert**

- Target version changed from 4.0.4 to 4.0.5

**#5 - 12/14/2018 04:50 PM - Roel Standaert**

- Target version deleted (4.0.5)

Someone has worked on a Boost::Beast based replacement for wthttp. Maybe at some point we will do it.