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Thread: [A tip when making web Requests](#)

Y3LIONZ - March 7, 2017, 4:54 am

Sorry this doesn't have actual screenshots of it, my pc has some bug and is being weird.

I wrote this a while back under another username, thought it might be helpful on here for all the noobies out there.

Often times when I use programs that require WebRequests, they block the calling thread. Simple terms, the user interface freezes until it's done.

There are a few remedies to fix this but you might still run into UI freezing.

Create a new thread:

Code:

```
new Thread(new ThreadStart(() => {
    using (WebClient wc = new WebClient())
    {
        string webString = wc.DownloadString("http://www.google.com");
        Console.WriteLine(webString);
    }
})).Start();
```

Or WebClient offers a method to Download Asynchronously -

<https://msdn.microsoft.com/en-us/library...10%29.aspx>

Code:

```
using (WebClient wc = new WebClient())
{
    wc.DownloadStringCompleted += (sender, e) =>
    {
        Console.WriteLine(e.Result);
    };

    wc.DownloadStringAsync(new Uri("http://google.com"));
}
```

Now, there maybe a time where you go to put the web request in a new thread or use `DownloadStringAsync()` and it still blocks the UI. Why?

The simple fix is adding this line to your code:

Code:

```
WebRequest.DefaultProxy = null;
```

Why does this work?

Because before the request is even sent, It will check Internet Explorers proxy setting by default which may cause in a delay/ui freeze even though you took precautions. So setting it the null ahead of time skips that process and solves problems.

maldev0 - March 7, 2017, 5:54 am

wrong section

you should post this in "C# Programming Language"

Ninja - March 7, 2017, 9:01 am

Use code tags next time, please.