
Subject: Re: Problem with websocket connect method

Posted by [uppjj](#) on Fri, 16 Feb 2018 12:43:48 GMT

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Hello

I found a little bug on Websocket class, Pong and Close message require bit FIN,
=>SendRaw(PONG, data) should be SendRaw(FIN|PONG, data) otherwise remote socket close
connection with 1002 code (protocole error).

You should also add "void Ping(const String& data) { SendRaw(FIN|PING, data); }" useful to
check connection

JJ
