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Subject: Re: How to close the websocket connection

Posted by [uppj](#) on Thu, 01 Mar 2018 15:55:36 GMT

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hello all

Mirek,

-in SenRaw you also have to add "mask" line 459 :

```
else header.Cat((int)len); => else header.Cat((int)len | mask);
```

-your improvement ... no longer allows me to use "connect". Let me explain :

the server reject : "Get ws://serveur.example.com/chat/sensor-123 HTTP/1.1" // the complete adress

but accept : "Get /chat/sensor-123 HTTP/1.1" // sub adress

if followed by : "Host: server.example.com" // site adress

it is therefore essential to have acces to uri, which in some cases may be different from url.

For the Vector, I am not sure a "Standard header" exist. User should have to delete unwanted items, which is a more complex job than to build all the Header. May be a vectormap with some predefined key "Get", "Host", "Upgrade", "Sec-WebSocket-Key" etc.. would facilate the use with "/r/n" taking in account of course.

A good idea should be to add the Websocket Protocol specification RF6455 example in the upp Websocket documentation, to help the user build his own header:

The handshake from the client looks as follows:

```
GET /chat HTTP/1.1
```

```
Host: server.example.com
```

```
Upgrade: websocket
```

```
Connection: Upgrade
```

```
Sec-WebSocket-Key: dGhlIHNhbXBsZSBub25jZQ==
```

```
Origin: http://example.com
```

```
Sec-WebSocket-Protocol: chat, superchat
```

```
Sec-WebSocket-Version: 13
```

JJ

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